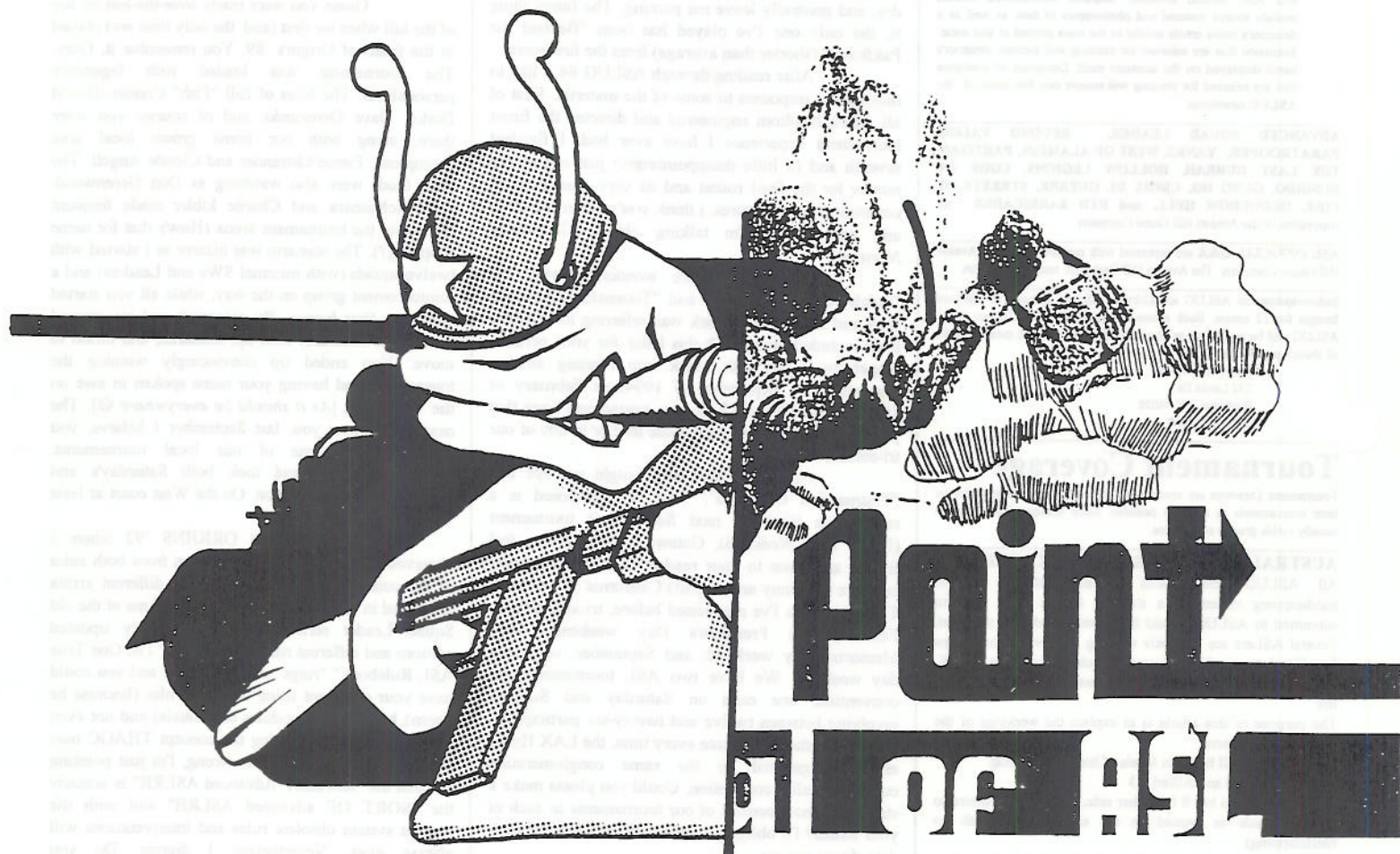


A.S.L.U.G.

ADVANCED SQUAD LEADER UNION of GAMERS ISSUE SEVEN OCTOBER, 1993 THE SOURCE FOR ASL NEWS



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ASLUG is asking for original scenario designs; series replays of ASLUG scenarios; Tactical Guides for any scenario that the author feels is a good tournament scenario; Tournament listings and After Action Reports; Tournament Victory reports; and ASL tactical contests. Scenario submissions should include source material and photocopies of data, as well as a designer's notes article similar to the ones printed in this issue. Scenarios that are selected for printing will include designer's name displayed on the scenario itself. Designers of scenarios that are selected for printing will receive one free issue of the ASLUG newsletter.

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Gary Fortenberry
232 Linda Dr.
Burleson, TX 76028
(817) 447 2850

Tournament Coverage

Tournament Directors are encouraged to send in any information on their tournaments as soon as possible. Early release of information usually yields greater attendance.

AUSTRALIAN SCENARIO HANDICAPPING

All ASLUG scenarios will have the Australian scenario handicapping system as a standard feature. Any scenario submitted to ASLUG should have these handicaps included. Several ASLers are presently working on devising handicaps for official Avalon Hill scenarios, which will see print in FFE. These efforts should give some neglected scenarios a second life.

The purpose of this article is to explain the workings of the handicapping system.

Each scenario will have six levels of handicap bidding.

Axis 1-3 and Allied 1-3

(Players may also bid 0 for either side, indicating a desire to play that side as printed on the scenario card with no handicapping.)

After being assigned an opponent, players should follow these steps in order.

1. Choose a scenario.
2. Setup the board.
3. Pull out all counters in the OB.
4. Secretly write down the side and Handicap level they wish to play.
5. Reveal choices.

If players choose different sides, each plays the side and the Handicap level chosen.

If both players choose the same side, the player with the higher handicap level plays the side he chose and the other player plays the opposite side at Handicap level 0.

If players choose the same side and Handicap level, Low DR plays side chosen with Handicap level bid; High DR plays the other side at level 0.

It is important to note these are HANDICAPS, the higher the bid the more you GIVE UP.

The above Handicapping rules will be printed in each issue of ASLUG, the purpose being to familiarize players with this fine variant. It has little or no effect on actual game play, yet has a dramatic impact on scenario and side choice. It is an excellent device for tournament play.



MAIL CALL

(Letters to the Editor)

Steven Sluzby

Dear Gary,

Got your 'zine today. For the past week I've been eagerly checking my mailbox to see if it arrived. Guess that I look forward to your publication (maybe I need to get a life). It was a great surprise to see my name printed several times within its covers. I've wanted to write you for a month now, perhaps the excitement of this issue has prompted me to action.

I really liked the scenarios, they are more my size than the ones that appeared in the initial issue. I agree with Guy Chaney's thought from the scenario briefing that I like scenarios that take at least six hours to play. Besides desert scenarios get me all hot and dry, and generally leave me panting. The funny thing is, the only one I've played has been "Beyond the Pakfronts" (shorter than average) from the first issue.

After reading through ASLUG #4, I like to make some responses to some of the material. First of all, Mark Neukom engineered and directed the finest tournament experience I have ever had. I finished seventh and (a little disappointingly) just out of the money for the final round and its very unique set of components and features. I think you've seen his effort and know what I'm talking about (*Grounding Noriega*).

Perhaps you are wondering what the "Sluzby Scoring System" and "Tournament Director Do's and Don'ts" that mark was referring to. They've been included along with this letter for your perusal. Hopefully, I can talk Mark into running another tournament in September of 1994, or February of 1995. No doubt we'll keep you posted and hope that you can come out and participate in it or in any of our tri-annual events.

Another feature that caught my eye was "Tournament Coverage". Thus, I've enclosed is a registration form for next September's tournament (Labor Day Weekend), Gateway 1993. Please feel free to announce to your readers of our tournaments out here in (sunny and warm!) California (It's a riot!). They occur, as I've mentioned before, tri-annually; in February, on President's Day weekend; May, Memorial Day weekend; and September, on Labor day weekend. We have two ASL tournaments per convention, one each on Saturday and Sunday, involving between twelve and twenty-six participants. It is held at the same place every time, the LAX Hyatt, and is organized by the same conglomeration convention after convention. Could you please make a standing announcement of our tournaments in each of your issues? I'll oblige you pertinent specifics for each date if you require.

The "Geometry of ASL" is something I can really relate to, as I use it all the time. This procedure has enabled me to develop a reputation of being able to accurately and quickly judge questionable lines of sight. It was a little disappointing to see one of my techniques illustrated and dissected so well. Nevertheless, I thought this article was incomplete. It failed to point out a vital aspect for judging lines of sight on boards where the center dots are not in the center of the hex. Your readers should know that A6.1 requires that LOS be traced to and from hex centers. On skewed boards, don't use the dots! (A tactical brief?) Do you know of any "Elitists" that want to tackle this one?

Next, I thought that the recent release of the 93A Annual makes your comprehensive "Q&A" list and the Motor Pool articles obsolete. Still I appreciate the effort anyway. I don't get the chance to travel to AVALONCON to make use of "...numbers".

[ASLUG updates its Q&A list after every release by AH and the new list is mailed in the immediately following ASLUG. The updated Q&A list containing the 93A additions was mailed in Issue #4 (July) of ASLUG.]

The article on Random Selections was very enjoyable. Thought I would see more of this sort of writing in the different ASL 'zines that I've had a chance to peek at. I find that these types of article are rarer than I thought they would be. Random Selections gave me quite a chance to be nostalgic about my own "true to life adventure stories" similar to Mark Nixon's. At the risk of boring you to death, allow me to relate some of them here.

The exchange of hilltop potshots left me laughing (like I said, "I need a life") in stitches (Enjoyed the needling). However, I find that I need to add my own account to the Fortenberry mystique. [O' Lord, here we go again.] So if you don't mind, "Here's More of Your life".

Guess you were really over-the-hill on top of the hill when we first (and the only time we) played in the finals of Origin's '89. You remember it, Gary. The tournament was loaded with legendary personalities; The likes of Bill "Fish" Conner, Darryl Burke, Dave Derezinski, and of course, you were there, along with our home grown local area champions, Pierce Ostrander and Cloyde Angell. The ASL Gods were also watching as Don Greenwood, Bob McNamara and Charlie Kibler made frequent visits into the tournament arena (How's that for name dropping?). The scenario was bizarre as I started with twelve squads (with minimal SWs and Leaders) and a reinforcement group on the way, while all you started with was four heroes. By scenario's end my ragged group was miserably shot up, scattered, and afraid to move. You ended up convincingly winning the tournament and having your name spoken in awe on the West coast [As it should be everywhere ☺]. The next time I saw you, last September I believe, you came out for one of our local tournaments, GATEWAY '92, and took both Saturday's and Sunday's first place ribbon. On the West coast at least you are unstoppable.

It was also at ORIGINS '92 where I observed the "Mac Sez" phenomenon from both sides of the coin. Let me explain. All the different errata contained in various sources does remind me of the old Squad Leader series in its continuously updated editions and different rulebooks. Thus, "The One True ASL Rulebook" "rings" sort of hollow, and you could have your opponent using outdated rules (because he doesn't have all the modules or annuals) and not even aware of it. I'm not saying the concept THAGC uses for updating the rulebook is wrong, I'm just pointing out that the "REALLY Advanced ASLRB" is actually the "SORT OF advanced ASLRB" and with the present system obsolete rules and interpretations will always exist. Nevertheless, I digress. Do you remember that in the original rulebook, whenever a sniper had an effect you would move the sniper counter to that hex and attack the nearest target if the original hex did not contain an eligible target? The rules did not require any further movement of the sniper counter (to the affected target hex). So, I taught the Southern California ASL club to play the sniper in this manner. It was a little controversial as most everyone had been playing as it is played now. In fact Cloyde Angell showed me a "Series Replay" where they do it "present" style. Still, my contention was that the rules didn't specify it that way. Anyway, at Origin's '89, this came up in play, freshly stirring up the debate, and Cloyde's voiced boomed across the room to me, "Well, Steve, why don't you ask the man himself?", pointing to Bob McNamara the developer of the ASLRB. So I did, and Mr. McNamara confirmed the "present style" method, explaining that a sentence was inexplicably missing from the Sniper rule

section. This action resulted in a flood of questions from practically everyone in the room on their own rules interpretation. This was so aggressive and boisterous that Bob fled the room as soon as he saw an opening. Later on, when playing with my ol' buddies again "back on the Block", they asked me why I'm playing the sniper other than the way I had usually professed, all I could do was say was, "Mac Sez".

On the other hand, at the same convention, Origin's '89, I overheard someone (I believe it was Bill Conner) talk about the fire lane rules prior to the errata that came out on them. I wasn't involved in the situation, and playing my own scenario at the time so I let it slide. Nevertheless, it irked me, because this wasn't in the rules and a hear-say "Mac Sez" isn't good enough for me (I agree with Mark on this one). That it turned out to be true when the errata later came out didn't help (at that time). I want to see written proof, or it doesn't fly.

[Interestingly, you refuse to accept second-hand "Mac Sez's", but dispense them out yourself, by your own admission, without reserve. I am not sure what to make of this erratic behavior. I have seen it many times before. Don't take this the wrong way, it is just an observation on human nature.]

Thanks for your effort in producing this 'zine. I feel that it's of high quality and adds greatly to my ASL gaming experience.

Your Friend,
Steven Sulzby



Richard Spilky

Gary,

I'm sending this copy of one of my Q&A to Bob McNamara of a year ago. This is in regards to your remark on page 7 of ASLUG #6 concerning "getting around the C3 to hit, and backblast penalties". I believe this Q&A is contrary to your remark.

"B9.32, C13.8, 13.81 - May a squad possessing a backblast LATW claiming wall advantage in a building hex ignore the C3 to hit modifier and the backblast penalty as long as it is claiming wall advantage?

Answer: No."

Also I'm not sure I understand the initial statement by Mark Hatfield concerning Case B, what does this have to do with case C3?

Keep up the great work with ASLUG!

Richard Spilky

[I have spoken to Mac about this and you are correct. Strangely enough, claiming Wall advantage does not negate the backblast or Th penalties of Case B, after all The firer is not in the Building and is unable to claim the buildings TEM so why does he pay the Backblast penalties. I have fired sevral AT rockets of different sorts and I don't think the backblast is all that bad.

As to Mark's remarks about Case B not being applicable, I think he was stressing that there is no penalty for firing in the AFPh with a LATW if you claim opportunity fire. Thus you would fire in the AFPh with no penalties.]

...and the rest. MOTOR POOL

Richard Hill

UNITED KINGDOM

The British added one hundred twenty-eight different vehicle counters to our inventory of Chapter H, and of these no less than thirty-seven were American built. A meager thirty-one of all these vehicles clank across our cardboard battlefield.

TYPE	#SCENARIOS APPEARING	#IN ANY ONE SCENARIO
Mark VIB	2	2
Mark VIC	1	1
Stuart I	2	12
A13 Mk II	1	6
A13 Mk II CS	1	1
Crusader I	2	6
Crusader I CS	2	1
Crusader II	2	6
Crusader II Cs	1	1
Grant	1	2
Sherman V	1	3
Sherman VC	1	1
Cromwell VII	1	2
Challenger	1	2
Matilda I	1	6
Matilda II	2	6
Valentine II	2	6
Valentine VII	1	1
Churchill Crocodile	1	2
Rolls Royce AC	1	2
Daimler SC	1	1
Carrier A	2	3
Carrier B	2	1
Carrier 2in MTR	1	1
2pdr Portee	4	2
Morris C9/B	1	2
Quad FAT Tractor	1	2
15cwt Truck	1	6
30cwt Truck	1	3
3-ton Truck	1	2

The 5/8" ordnance list for those placing shot or shell into the enemy is also short compared to the variety in the OB. Out of twenty-three listed only five are seen on board.

OML 3in MTR	3	1
OQF 2 pdr AT	3	2
OQF 6pdr AT	2	3
OQF 25pdr AT	2	3
OQF 40mm AA	2	3

ITALY

Out of forty-one vehicles in the Italian OB, only fifteen types are used.

L3/35	1	2
L3/LF	1	1
M11/39	1	3
M13/40	1	16
M15/42	1	1
Semovente M41 75/18	1	3
Semovente M42 75/18	2	4
Semovente M43 105/35	1	1
Semovente L40 47/32	1	1
AS 42 (SC)	1	2
AB41 (AC)	2	2
Autocannone 20/65	1	4
Autocannone 75/27	1	2
Autocarro Leggero	2	5
Autocarro Medio	2	3
Autocarro Pesante	1	3

The 5/8" ordnance sees but five of eighteen different Guns in play.

37L AT	1	3
47 AT	2	3
65° INF	2	1
75 ART	1	1
20L AA	1	1

JAPAN

The Japanese have the least number of AFVs of any nationality to date, and they are as impressive as their Italian counterparts. Only four out of twenty-four AFVs see combat in the far east.

Type 95 HA-GO	1	2
Type 97A CHI-HA	1	5
Type 97B CHI-HE	1	2
Type 97 (Truck)	1	1

Six of twenty-four 5/8" ordnance are aimed at the Allied combatants.

81° MTR	1	1
37L AT	4	4
47L AT	1	2
70° INF	5	3
75° INF	5	3
12.7 AA	1	1

CHINA

The Chinese vehicle and ordnance presented in ASL include very few types not seen elsewhere. This makes sense as the various factions involved in the Chinese cause had no arms industry to speak of and had to rely on all too willing arms merchants from around the world (Shades of modern times). The Chinese B# reflects this as spare parts and ammo were few and far between, every weapon has a B#11. Out of twenty-one vehicles and thirty 5/8" ordnance pieces, only three AFVs have been seen.

T26TU M33(r)	1	6
Carrier A	1	2
Carrier B	1	2

Some Japanese AFVs that never left the island of Japan are given to us in counter form. Some of other nationalities only saw production of a dozen or fewer vehicles.

FRENCH

The French have fifty vehicles listed in Chapter H and eighteen 5/8" ordnance types. As it is still early for us to see many French scenarios, the list of AFVs/Ordnance is understandably short. Only six AFVs and three ordnance weapons have seen scenario print.

R35 Lt	1	3
H39 Lt	2	4
AMD 35 AC	1	4
Ac de 75 MLF 13/34	1	3
Somua	1	4
Renault AGR2	1	3

25LL AT	2	2
75 ART	1	2
155° ART	1	1

It is interesting to see just how many of our counters actually see play, and a re-reading of Chapter H reveals the reason: RF.

Please do not think that these numbers are for packing your tournament travel kit, for even as I write this or as you read it, scenarios are being designed or printed not only by THAGC, but many other sources who look for actions in which to put those rare or not yet seen AFVs. This is not an easy task as much research is needed to do this correctly. The game is still young, in fact not even complete, so we have lots to look forward to I'm sure.

Designers Notes: **RAIDERS ON BUTARITARI**

Dan Dolan

This scenario was derived from accounts of Evan Carlson's 2nd Marine Raider Battalions raid on Makin Atoll's Butaritari Island. As originally designed this scenario was twelve turns long and the Japanese force was a bit stronger, after seeing my initial draft Gary questioned me as to whether or not I thought it could be shortened a bit to fit into his stated ASLUG policy of producing tournament sized scenarios. He suggested some changes which included shortening the length down to nine turns. These changes were for the most part cosmetic and the playtest proceeded along it's merry way. As it got further along in the playtest one of the main stumbling blocks came to be the handling of the US offboard submarine guns. Most of the players had questions and they almost all had negative feelings concerning the way this rule was worded. Gary and I discussed ways to make this workable and finally came up with the method seen in the final printing. Another thing that was seen by me as a problem was the strength of the Japanese defenders when the Marines were forced to hurry their assault. The Japanese could delay the Marines sufficiently by standing and dying in place so that a Marine win was next to impossible. We worked this out by making the Japanese 347's instead of 447's. This fit in to the 2nd line troop types present on the island at the time of the raid.

As to how it plays now, I think it is a nice, quick representation of the action which allows for enough variation that it has some replay value. The Japanese now must hold against a well trained numerous attacker who will eventually outflank him. This with troops who cannot stand up to the Marines in terms of straight firepower or CC prowess. In order to defend successfully the Japanese must use the one weapon that he has in abundance, time. The Marines in this final version are really pressed for time and the Japanese ability of trading bodies for time (nobody does it better) just exacerbates the problem. The Jarheads must cross almost an entire board and capture some widely separated objectives. By defending one or the other with the bulk of the forces the Japanese might be able to hold the Marines off. I like to hold the pier with the .50cal HMG and some supporting infantry in trenches around the pier. These along with the FB's, which historically arrived as the Marines were winding up their OPs, can cause the US real problems in trying to reach the pier by the end of the scenario. I use the FT to aid in the defense of the Governors House. I put it in O4 where it can be useful in repelling any Marines who enter the house from the front.

A final word concerning the Bulldozer and the Hero. These units were put in at the last moment when during a phone conversation with Gary we were discussing the movie Gung Ho. The combination of these units may be of some help to whoever can figure out a way to use them. The dozer may not be much but it's the only vehicle around. The idea of it running through a hut containing a Japanese squad was too good to pass on, so it's in.

Enjoy and Gung Ho!!

Dan



PRISONERS

Scott Holst

It astounds me at the lack of material on how beneficial prisoners can be. Well here are a few pointers from a (vicarious) veteran of the eastern front. Before I launch into my article, I would like to give you cardboard pusher's an example of what it was like to fall prisoner to Uncle Joe's boys.

The fighting in Stalingrad is over and the Russian worker's are returning to their ruined city;

"They drove across the ice, past traffic masters directing long lines of German, Italian, Romanian and Hungarian prisoners out of the city, and the jubilant Russians rejoiced at the wretched state of their enemies, many of them wrapped in shawls and women's clothing to ward off the cold. Thirty miles northwest of Stalingrad, at Kotluban, a group of Russian nurses heard the Axis POW's coming long before they saw them. They listened in astonishment to the mournful groaning as lines of soldiers crept over the horizon shuffling through snowdrifts. Lowing like cattle, the Germans were a procession of rags and dilapidated earmuffs, blanket-wrapped feet, and faces blackened by beard and frost. Almost all of them were crying, and the nurses felt an instinctive wave of sympathy for them. Then the Russian guards hoisted rifles and fired indiscriminately into the columns. As the victims fell down and died, the rest of the Germans plodded along, at a half mile an hour, and the nurses shook their fists in outrage at their own soldiers. For Felice Bracci of the Italian 8th Army, survival in a Russian POW camp had become more than a nightmare. He saw corpses without arms or legs. Cannibalism was running rampant in the first year of captivity due to lack of food and the severe winter."

- Enemy at the Gates

Life improved for the prisoners after the United States made inquiries of their treatment, but not before 400,000 POW's died in Russian captivity. But lets not forget that over one million Russian POW's lost thier lives in German POW camps and slave labor. So next time you take a prisoner on the cardboard battle field, remember what their real-life counterparts plight may have been like.

Prisoner's are worthy in a number of ways, they count as double CVP (A26.2). In Russian hands they allow the heretofore unable Russians to deploy automatically. If you pass the prisoner around to the next MMC you wish to deploy (A20.5) you could soon have tons of handy Russian HS's running around pestering the enemy. In Red Barricades, if those nasty Russian conscripts are giving your Germans a rough time of it, make a capture attempt in CC, the Germans receive a -1 due to the Russian units being Inexperienced (A19.35), plus this will deprive the Russian player of CVP on the CCP Replenishment Table, look closely at O11.616. Another good but hazardous trick is to make the prisoner's clear that road block, wire, minefield, rubble, flame location but keep in mind, the guard will also be TI and using hazardous movement at the same time (B24.7). Now lets say a SS squad just went berserk, it just so happens they had taken a group of Russians prisoner last turn. The SS squad will now decline the charge and massacre his prisoner's instead becoming Good Order in the process(A20.4).

The above are a few ways to utilize prisoners when they have been captured, but how do you capture prisoners you ask? Well, Fanatics would rather die then rout to an enemy unit, of course if they are in CC/Melee you may make a CC capture attempt. This refusal to surrender via the Rout phase method is

the same for Partisans, Gurkhas, Commissars, Japanese and SS vs. the Russians. These guys (and gals) will not surrender via the rout phase method preferring to die than trust thier fate to enemy hands. What I write next does not apply to the above named units, but to the rest of humanity. Now lets say your unit is broken and ADJACENT to a known enemy unit, if he has to low crawl into a FFMO situation he is forced to surrender, with the exception of No Quarter in effect which allows low crawl in an FFMO situation. With the above advantages and several others not mentioned, only the most desperate (or foolish) would reject a surrendering unit.

I hope this article will help in understanding how important it is in taking prisoner's and the benefits of doing so in ASL.

Thank you for your time and as always
Roll Low!

Scott Holst

RANDOM SELECTIONS

Part III

THOSE WHO CONTROL THE ASLRB

Maybe it is not common knowledge, but everyone should be aware the people who have brought ASL to us are most creative, intelligent, hard working and dedicated people. Anytime you think you have spotted some fine point in the rules which has been mishandled I suggest you reexamine and double check from as many directions as possible, for chances are that even if you have found an error, Mac has already found it as well, or been informed of it by any of the many players who maintain a steady stream of such detail flowing his way. Look at the recent error I made in a letter to the esteemed editor of this fine journal regarding what I thought was a typo regarding movement through Trenches. Good grief, I neglected to check further than the Trench rule itself and bleeped out a goof despite obvious coverage of the matter right there in the ASLRB itself. Fifty lashes will be administered at ASLOK, but I get to pick the whip and the hand that strikes the blow -- I hope that blond with the long legs will be in attendance again this year! (No, I am not talking about you, Mudge!)

In most cases, even if you do discover an error in the rulebook there is little to be gained by broadcasting the matter as loud and long as you can. Doing so might even prove an embarrassment, for you will be raising a ruckus about a matter which, perhaps, most players have known about for quite some time already. I believe the proper way to handle errors in the ASLRB is to write to Mac about it, this gives him the opportunity to respond and let you know whether this is some new thing you have found or fill you in on how this matter will be handled in some future Errata, or even, perhaps, point out how and why the interpretation you have offered is not quite correct. Maybe you have found something which needs to be addressed and maybe you haven't. Either way, Mac is the authority who can let you know which it is, once you have exhausted all efforts to resolve it on your own and with the help of your favorite opponents. In other words, don't just send off every little thought to Mac, but once you have identified a matter which you cannot resolve, write to Mac; don't try to publish such unrefined material in one of the zines. That avenue leads only to confusion and wasted time and effort.

So there is an image of the people in control! of the ASLRB. Mac calls the shots, and is ably assisted by many individuals. I believe we are very fortunate to have this structure with these particular individuals in place, for I cannot imagine anyone or anything else working better. For the sake of the integrity of ASL, I see this as something equally as important as the rules themselves. We are not bombarded with rules changes, errors, revision after revision, variants and on and on, which might have been an easy pattern to adopt. Anybody could make changes to the game, but that's not what is needed. Instead, I think we are getting what is needed, well reasoned and considered professional management of the ASLRB. Changes are occurring and clarification's manage to work their way into the system, but it is always done with the utmost care possible. Maybe this paints a picture of an all-consuming and very tedious labor on these rules, maybe that is the reality of it. I happen to believe it is, and am most assuredly delighted the RB is being handled by Mac and the others. I know I wouldn't want to try to do it.

RULE A.2 and DESIRE TO WIN

Rule A.2 is part of the foundation of ASL. And yet, you will find it used to varying degree. I believe it is fairly common for anyone serious about winning one of the big tournaments to play by rather strict adherence to A.2. This is one way to play the game, and happens to be a legitimate way to play, by the way. It is one thing to go into a big tournament to play a lot of games and rub elbows with fellow ASL players and have an overall good time. It is an entirely different prospect to go in and try to win something requiring more than just three or four victories, and probably allowing no room for any losses at all. My advice to anyone thinking of entering a tournament like ASLOK, AVALONCON or ASL OPEN is that you not go in with the attitude of winning at all costs, for it is just simply about one of the toughest things you could try to do, and you may be setting yourself up for a big disappointment. To do it, you will have to have the Desire To Win, and will usually also require absolute use of A.2, in other words, if your opponent makes even small errors out of sequence, you cannot afford to let him make changes or take-back any moves. This is because playing in this style, you are going to need everything you can get over the course of the tournament. I don't believe this releases anyone from still applying that wonderful phrase from the new Advanced Sequence of Play ("...inconsequential...", what a great line!), the point is the guy trying to win the tournament will never let you make that Radio Contact DR after you've forgotten it, will never let your broken 9-2 go back to try that Rally DR and will certainly not let you redo anything at all.

Of course the root of any evil over rule A.2 lies not with the player who enforces it, but with any player who asks, or maybe even expects, to exceed what the rule allows. This is like going to the master's table and begging for table scraps, and you will most likely receive an answer such as one of my favorites of all time from Guy Chaney. The routine goes something like this: "Oh, hey, I forgot to make that Entrenchment DR for this guy over here holding the HMG; he can still try it, can't he?", "I guess he doesn't," <Guy>. A polite, yet solid answer to an inappropriate request. So the player develops a regimen which, over many games, eventually gets him to the point at which he not only doesn't ask for a "break" like this, but no longer needs it because he has improved his game beyond the point of such errors. He will still make errors, for we all do, but his errors will no longer be those careless moves and omissions of a rookie, and he will no longer even consider

compromising himself by asking for his opponent to show mercy.

But, as I mentioned initially, that is one view of A.2, and here are others. For example, most of us do not play at that Major Tournament winning level and a lot of us are struggling enough just to earn how to play ASL in the first place. A game played between two fairly new players or between an old pro and a rookie is not really the same as one of the final rounds of the AVALONCON tournament, a point at which we should expect to see some expert and fine-tuned lay. At that point the antagonists are stretching for every scrap of advantage and are not likely to yield anything to their opponent. I believe most of us probably would rather this remained the way the game played at the highest level of competition, even though we say to choose to play it that way ourselves every day. Even at the Major tournaments most games played do not have any impact on the Tournament and I believe it is common to see most players proceeding in a very casual manner with their play.

Central to the play of A.2 at the Big Tourney level is the issue of Desire To Win. Here is something I have to call a "state of being" which is so vital to winning that Big Event, it is difficult to imagine reaching the final round of competition without it. One does not just happen to win eight games in a row and find himself playing for all the marbles, he must seriously want to win and force himself to play to that purpose. This is a very key thought, and I am a bit amazed it took a recent letter from Jean Devaux (yes, there's the secret: I am getting sound advice from Paris and other places around the globe) for me to realize the importance of Desire To Win. It is not easy to maintain that Desire over several days against stiff competition, and the temptation to ease-off and let matters take their own course (a fun way to play, but not one which will win many tournaments) is powerful. The player must watch every move his opponent makes, pour over his knowledge of the game and the rules, steadfastly look-up rules thoughts as they come to him, play cautiously and deliberately and yet with all the creativity at his command. The only force strong enough to see a player through so many games without a setback is Desire To Win. There is no other reward to entice him this far (even the several hundred dollar prize of ASL OPEN won't pay the rent) Desire is the ingredient.

THE MISCONCEPTION OF INTERPRETATION, LOGIC AND REALISM

I am sure we have all at one time or another found ourselves and our opponents voicing opinions on the rules and arguing some unclear point based on claims of our own Interpretation, our individual Logic (presupposing it as something which should be general knowledge) and the "obvious" facts of Realism. Pardon me for regarding all of this while consuming a rather hefty portion of salt, for I have seen little in the ASLRB which cannot be argued and debated from opposing viewpoints, and yet these are the tools we have to work with and we will continue to do so (myself included) for there is nothing else available. All we can voice must, by definition, be our own Interpretations (or even our interpretation of an Interpretation some other player has attempted to explain to us); we would have to forego one of the cornerstones of the rules system to ignore the binding effect of Logic on the game, and the attempt to maintain some level of Realism in ASL is, for many players, perhaps one of the most attractive aspects of the game and, for all, helps to lend an easily accessible historical perspective to the play which certainly influences, in a positive way, the abilities of Interpretation and Logic to define the game.

I will be one of the first to point out that this is, after all, only a game and is nothing like what the average infantryman in WWII experienced. ASL is a great game, contains excellent history (check Mac's Vehicle Notes alone—good god!) and probably gives good "feel" for WWII combat, but I would not even attempt to claim one could play the game and gain the same sensations as the soldier who actually fought the war. This is representation of reality, not recreation of reality. The concept of ASL is to present the image of reality in the form of a boardgame, while maintaining a level of abstraction which allows one to still enjoy playing the thing. Discussion of specific points could extend virtually forever; there is nothing in the game without unrealistic features. The game is not reality; it is a game. But so what? It is a great game, and how many of us would even want to play a game to recreate reality? Certainly not this reality in any case. Show me a player who claims he wants to live the experience of the WWII infantryman and I will gladly recommend a few books he might want to read first, maybe a few films he could view and most certainly several individuals he could approach for first hand accounts. Faced with these clear visions of reality I believe we would all decide that ASL as a game is close enough to get.

It may be true that every man has his own Logic, at least I believe that. There also may be a "true" Logic (or am I just making his up as I go?) but none of it matters much in this case because we each must determine the point at which we are willing to conclude the ASLRB has reached a point on some remote rules consideration at which the rules fail to provide a resolution of the debate, and Logic must intercede. Perhaps this is nothing more than the act of exercising the wherewithal of knowing when it is appropriate to use some Common Sense, a point at which errant reasoning lies just a step to either side. Who among us possesses Common Sense enough to always know when it is best to use Common Sense to resolve a conflict? Logic flees at light speed and the gamer is often left attempting to prove his interpretation of the ASLRB to satisfy an opponent who is thinking on another level of reasoning. Speaking from experience, it can easily and quickly become a most frustrating moment.

So how does any of this relate to our nominal theme of Elitism? Well, I believe Interpretation, Logic and Realism are different for each individual, and because they define how we each comprehend the game must, by this definition, give us each a slightly different understanding of ASL. My opponent might forsake the ASLRB at some point and declare the rules debate we have entered can be resolved only by considering what would have happened historically (there's the Reality viewpoint) whereas I continue trying to prove that the ASLRB does, indeed, address the issue with an abstract gaming mechanism (thus identifying the Interpretation angle), but then a third party (kibitzer!!!) leans in and suggests we are both missing the point, for there is a very logical way to handle our disagreement (and there we have the triumvirate complete). Is one right and the other two wrong? By now it probably doesn't surprise anyone that my opinion is that we are probably all three right, at least to some degree. If we each make valid, well reasoned arguments in support of our contentions it may happen that we will have to get this issue resolved with help from an outside source, but the only way we could actually be what I would consider wrong is if we allow the matter to heat up and become a hostile debate. At this point, we could be seeing Elitism on the part of whoever insists his viewpoint is the correct one without giving proper consideration to valid points raised by the others.

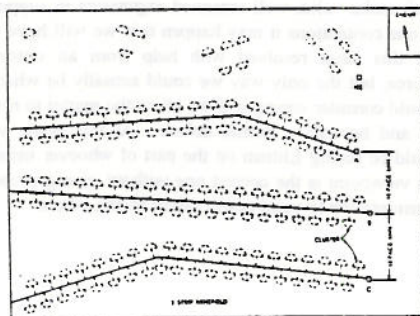
There is really nothing wrong, threatening or scary about alternative views of the ASLRB, and some amount of it is, in fact, probably a healthy thing. The player who refuses to even seriously reconsider his own interpretation or consistently insists, "That's the way it's always done" or "That's how we play it" may appear to be acting like a heel, although he may actually be 100% correct in his rules. But at this point even being correct may not be the main issue, for this player, obviously, would do well to take a large giant step towards developing some social grace and at least pay attention to an alternate point of view. Even if convinced his on interpretation is correct, think how much more convincing his reasoning will be to the opponent whose on opinion has been heard and considered. Here we find not an elitist, but a knowledgeable player whose opinions and experience will attract others to him. What a difference attitude can make! Here is a seasoned veteran who will be sought after at the tournaments, not a hard-headed elitist to be avoided at the gaming table.

GENERALIZATION, SIMULATION, HEY--IT'S ONLY A GAME!

So here we have this very complex game which is much more an abstraction of reality than something we might call a "simulation", a word which was popular in the 1970's wargaming world. We have highly intelligent people reading into this game what they will, and the whole prospect of any small group of players banding together to form an "Elite" is probably a rather repulsive thought for most of us. If there were an "Elite" in the sense of the fear we have considered in this lengthy account, I have to believe something like 99.9% of us would not put up with it. Individuals of the caliber who play ASL are the least likely sorts of people to be much influenced, swayed or concerned with such pedantic foolishness. Any ASL player attempting to fabricate any sort of elitist structure would immediately find himself in a very lonely world. I cannot imagine any other player succumbing to such a scheme and, left to himself, an individual does not embody an "elitist" group. If there has been any such attempt to form an ASL ELITIST CADRE, it seems clear the act of focusing attention upon the issue ought to be all it takes to eradicate the problem. I don't expect intelligent people to tolerate such behavior.

Apologies to any who have read this far. Believe me, when I mailed this account to Gary it was picture perfect: I seem to have no control over the size and quality of the print he selects, nor over his cute habit of dropping complete (and parts of) sentences on the floor of the small, dank room where he "edits" ASLUG. But seriously, many thanks to Gary for putting up with this over-long account, a lot more than either of us planned when we first discussed the idea. In fact, I have only briefly touched upon a few thoughts, and totally skipped a lot of other valuable material. Well, there is always the future. I hope you have read something worthwhile here.

I will be looking for you all in
ASL LAND.



TOURNAMENT NEWS

Reporting ASL tournaments to its readers is the main purpose of ASLUG. Any tournament news will be printed. Tournament Directors are encouraged to send in their tournament news as earlier as possible.

(O) Denotes ASL tournaments which the Editor has personally attended and recommends highly.

RECONTRES ASL '93 - Round 4

December 11, 1993

At L'Enfer Du Jeu

19 Rue Solvay

B-1050 Brussels

Doors open at 10:00 am

Entrance fee 100f Belgian

(includes Issue #24 ASL News)

Contact:

Philippe Leonard

28 Av. Seghers

B-1080 Brussels

Tel/ 02- 427 25 59

1994 ASL Open

January 21-23, 1994

Irving, TX

The '93 ASL Open, which has been called "The final jewel in the ASL triple crown", was a huge success by any standards. This year we have moved the site closer to D/FW airport and to a hotel with more affordable rates. Bob McNamara will also attend as a special guest, we may yet talk him into playing.

Irving is the home of the World Champion Dallas Cowboys football team and borders D/FW airport on the South and East. The new hotel facilities are top notch and are within walking distance of many fast food franchises (there is a McDonald's just across the street). The hotel provides free transportation to and from D/FW. For room reservations call:

Holiday Inn DFW South

(214) 399 1010

Room rates are \$59.00/day for a double.

This hotel has tons of amenities.

The same large cash prizes to the top finishers will be paid according to the revised schedule as follows; 1st \$400, 2nd \$300, 3rd \$200, 4th \$100. The format will be an AREA seeded modified Swiss style tournament. Try to make it if you can, we have other events planned and I will elaborate later.

To Pre-register for the Open send check or Money order for \$25.00 to:

Gary Fortenberry

232 Linda Dr.

Burleson, TX 76028

(817) 447 2850

-T-Shirts are \$10.00 (\$12 for XXL and larger)

-Ball caps are available in Black, White, Red or Kelly Green for \$12.00. If you wish to reserve a shirt or cap please indicate size (T-Shirt) and color (Hat) when you pre-register.

[Plans are in the works (as soon as I talk to Curt) to possibly move the '95 ASL Open to Las Vegas. The deals for room and board are phenomenal and air fare from almost anywhere is half the cost to fly to DFW.]

RUMBLE OVER CHICAGO

1994 Chicago ASL Championships

ASL TOURNAMENT WCW3

April 23 and 24, 1994

Best Western Inn of Burr Ridge

(30 min. SW of Chicago)

(708) 325 2900

\$50 per night if mention with WCW. 4 persons per room maximum. Please mention that you will be staying at this hotel on your pre-reg sheet.

\$13 for pre-reg by 3/1/94

\$15 after 3/1/94

All pre-registrants will be sent tournament rules and scenarios by March 1.

Plaques will be awarded to the top two finishers, and top four finishers will receive a cash prize.

Contact:

Louie Tokarz

5724 W. 106 St

Chicago Ridge, IL 60415

(708)857 7060

WINTER OFFENSIVE 1994

WHEN: February 25 6:00pm - Sunday 27 6:00pm 1994

WHERE: Comfort Inn

US 50 & 301 Bowie

Maryland 20718 (USA)

(301) 464-0089

RATES: 48.60 Single

53.10 Double

62.10 Quad (Plus Tax)

WHEN YOU CALL FOR RESERVATIONS, MENTION WINTER OFFENSIVE FOR SPECIAL RATE!

The Hotel/Convention Center is 6 months old, the new facilities are cleaner, larger and better lit.

TENTATIVE PRICES:

Weekend by 2/1/94 - \$12.00

Weekend after 2/1 - \$15.00

One Day (INCL FRI NITE) - \$6.00

Depending on attendance, munchies will be provided. The facilities are a little more expensive, but with last years attendance (with a minimal gain) we may even have enough for pizza on Saturday Nite!

PRIZES: Depends on Attendance.

FOR FURTHER INFO WHEN AVAILABLE

CONTACT:

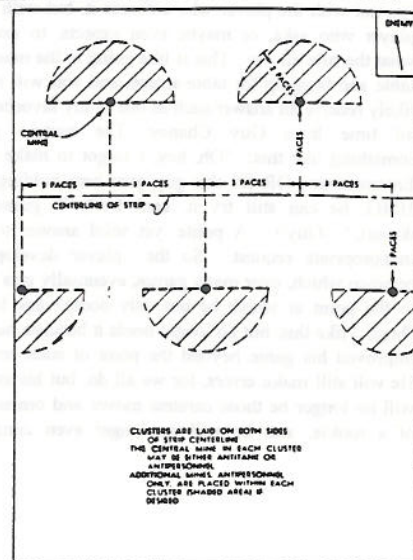
Brian Youse

8191 Turn Loop Road

Glen Burnie, Maryland 21061

410-969-2733

email - brian@tpocc.gsfc.nasa.gov



AFTERACTION REPORTS:

ANDCON 93

Pete Shelling

After reading of the recent ASL GENCON debacle, I began to worry that my long-planned tourney at the local role-playing & other assorted mish-mash Con would be doomed to failure. I am happy to report that it was 95% successful! (The only glitch—I discovered later that the ASL tourney was not a "Trophy" event.) Though no big gun locals attended, ("It's too close to ASLok" "It costs too much", etc.) the medium guns competed and met some new, and enthusiastic young guns (my main objective from the start). Most games were fairly close, several going down to the last CCPh. I heard nary a complaint from the players, and most said they would come next year if it were held again.

ASL at ANDCON took place at the Holiday Inn, Independence (OH, just South of Cleveland) on September 25th. The tourney consisted of a three round-round robin. Round one featured Western Front scenarios, round two—Eastern Front, and round three—Pacific theater. The scenario choice format was similar to Avaloncon, but every scenario was played and the players matched up well, as most finished each round at about the same time. The following is a listing of all scenarios played and a win/loss record (Axis first).

[Ed: Pete seems determined to have me play false on my promise to not mention the IIFT]

(The IIFT was standard for the entire tourney.)

Silence That Gun	0/1
Toujours l'Audace	1/1
Rockets Red Glare	1/1
The Guards Counterattack	2/0
The Puma Prowls	1/0
Fighting Withdrawal	0/2
Totsugeki!	0/1
Cibik's Ridge	0/1
Commando Hunt	1/1

The overall champion was Bret Hildebran with a 3-0 record, coming in second was James Plesac at 2-1, and Pete Shelling third also at 2-1. The deciding game was as good an example of play as any I have seen. James Plesac took the Aussies in "Commando Hunt", to Bret's Japanese. It was a pitcher's duel for six turns, but then developed into a home-run derby. James kept hitting the Japanese and running to cover, but in spite of being down 10 CVP to none Bret kept creeping closer until the Aussies were corralled into a small swampy area. With no place left to rout, breaking meant death for the "Men from the Land down under". This allowed the Japanese to catch up quickly, and with a little help from good ol' mister sniper, pull up to a 15-15 CVP tie for the spectacular come from behind victory.

Unlike what I had heard about Gencon, the Andcon staff was very courteous and helpful to everyone. Registration was very well organized, and everything was easy to find. I will most likely do it again next year, even if it is "too close" to ASLok.

TNT,

Pete Shelling

AVALONCON 93

Perry Cocke

My official line for DonCon3 is that I went 5-0 for the weekend. If only the tournament had started on Friday instead of Thursday, when I went 0-2. As Brian Martuzas put it: "How could you choke like that?" I take some comfort in coming back strong after a bad start, even if, as Ray Woloszyn (also 0-2 and 5-2) put it, we were bottom-feeding after Thursday. Well, not quite.

Started off with Louis Mehr offering me choice of scenario (L'Herrisson) and then choice of sides (French) in Round 1. A true gentleman? Not! A true gentleman would not have rolled all those 3s, 4s, and 5s with his SiG IBs against my units in stone buildings. 30 flat! Ouch! Not to mention the 36 minus 6, courtesy of a critical hit (Original 2 DR, followed by a subsequent dr of 3) and Heavy Payload. His AFVs didn't Low Ammo till the penultimate turn and were hammering me all game. Louis (as in Lewis, not Louie) played a fine game and was, of course, a pleasure to play, but I am still cringing at the thought of those 150* Guns. The game came down to the wire but my French didn't have enough to hold off the German hordes. Took a while to play, too, no doubt to some pokin' on Perry's part.

Round #1: I found myself in good company at 0-1 with Ray, Guy Chaney, and my next opponent - Eric Baker. Eric sez "Hey, we're both out of the running now. Let's play something new like Showdown At Tug Argan Pass. Looks like the Italians need the balance. Let's roll for it." Here was a scenario that I certainly wanted to play sometime, but which was not even remotely close to being on my list to play at DonCon3. Here is where I made my biggest mistake of the tournament by saying "Yes." We didn't start till around 9PM and weren't done picking up till around 5AM. In between, I sixed-out my British HMG in RPh in the top of the second, couldn't touch Eric's flame throwing AFV, and couldn't hide from the Italian OBA as Eric get drawing extra black cards. Eric played a fine game and was, of course, a pleasure to play, but I am still cringing at the thought of that 100mm OBA. Took a while to play, too, no doubt to some pokin' on Perry's part.

So, home around 5:30, up again at 8:30, and back into the fray at 10AM. I never did quite recover the joie de jour that usually accompanies me at these shindigs, as I never again felt close to being rested during the tournament. (Have, in fact, yet to fully recover.) I pull myself together, though, and rise phoenix-like from the ashes that were my ambitions to repeat. Or, more accurately, crawl slug-like from the wreck of my pretensions. Oh and 2 might have been the proper time to become adventurous and play a new and/or meaty scenario, but I was entirely too tired to envision anything like that - as were many of my comrades, including Round #3 opponent, Eric Johnson.

We agreed on a small, simple Deluxe game: L'Ecole Normale. A simple strategy of straight-ahead (with a small flanking maneuver) saw my partisans to victory (my first) and me off to a much-needed nap in a friend's room.

Round #4: The PM session thus found me unexhausted (though not refreshed) and playing yet another scenario I had planned on skipping - Bread Factory #2 - against Dale Wetzelberger with the Russians. He put his Gun in the rear Victory bldg and twined it out Intensive Firing as I was about to Advance in on it. Then my 9-1 takes two 467s Berserk with him and they all make it into that bldg and take out a 458, another 458 dies in CC in the big

bldg, a 447 dies in the rubble as the 9-2/HMG team gets hot, and pretty soon it's all over.

Round 5 Sat AM finds me back in Stalingrad, this time as the Russians in Turned Away vs. Brian Youse. I've exchanged more AREA chits with Brian than with anyone else, but he's been accusing me of ducking him lately, so this victory was especially nice (though it's always fun to beat-up on Youse). My HMG kept his killer-stack from ever really coalescing and I fooled him with my HQ selection. His dice didn't help him, but mine helped me. Nuff said.

I was able to get an early jump on Round 6 Sat PM, by virtue of playing GM Russ Gifford. We both felt Strangers In A Strange Land is even when the Germans get the balance. When we diced for sides, I got the French. Russ had already ELRed by this time and made some mistakes in his set-up and play, all of which were dwarfed by his dice as the French lost no (zip, nada, nil) units crossing the open fields. I kept his reinforcements out of the victory bldg, cut off and cut up the Germans outside, and smashed those inside. Best of all, my early victory allowed me to get some food and still make it into the Adel Verflietet tournament.

My first ever non-ASL DonCon event and my wife Shelley's all-time first ever tournament. The fifty entrants each played four rounds, rotating between the 10 tables of 5 players. With points awarded for order of finish (5 for first, one for fifth), the top ten scores advanced to the final round. Cut-off for advancing was 15 points. I only had 14, with two first places and two fourth places.

Sunday morning, as McGrath and Fortenberry jockeyed for position, I paired up with Louis (Louie, not Lewis) Tokarz. I suggested To The Rescue (the Barrikady had been good to me that weekend), but he wanted something shorter(?). He suggested a "Chaney" from the Annual, and then picked Totsugeki when I said any of the three were alright by me. My Chinese set-up fairly far forward and gunned-up one stack on Turn 1. On Turn 2 Louis Banzai'd most of his force and my 4s and 5s saw many of them die. It would have been all over then except that my killer-stack broke in FPF as the last Japanese unit moved in on them and then died in the RPh as a broken Japanese half-squad routed behind them. Regardless, the Japanese had suffered too much to recover the momentum. I diced him.

I feel pretty good about coming back from 0-2, especially considering how tired I was. I may have been 8 Morale before, but now my morale is underlined as well. I'm glad I was able to play in the Adel Verflietet tourney. My daughter Abby had a blast Thursday through Saturday, spending half her time in the pool, a quarter playing games, and the other quarter running through the hotel like a wild woman. She upheld the family honor, coming in second in the Tyramo Ex Jr tourney, garnering 20 DonBux along the way.

Best of all, I was able to meet in the flesh Brian Sielski, Mike Rodgers, and Bob O'Connor, finally play Louis Mehr, Russ Gifford, and Louis Tokarz; and once again hang out with the great guys who play ASL. Wotta deal!

Steve Pleva

1) Carl "Sucking chest wound" Fago had the French in Le Herrison and until the end of the game my sG IBs couldn't miss with smoke or HE. Carl pretty much ran out of guys by turn six.

2) Thomas "Bitter-ender" Morin had the Belgians in Toujours L'Audace. My SS systematically reduced his force to one HS, and the last turn played featured Twelve or Thirteen squads hunting down the five renegade Belgians.

3) Kevin "My elite troops fight like conscripts" Meyer had the French in For Honor Alone. Everything went my way in this one, including: the FB showing on turn three and breaking or killing at least two squads a turn, three tanks going down to the same AT gun (one of which got flamed in a wheat field which further funneled his reinforcements into the killing zone), the fourth tank was deliberately immobilized by an ATR and the crew jumped out to die. When that German plane comes by turn three, the French are in trouble. A NMC on his 8 morale troops meant automatic break.

4) Gary "Heroic, fanatic, berserk, but no disruption Italian" Fortenberry had the Italians in Bridge to Nowhere. Always seems when you make a mistake, the dice will reinforce it; the first turn I exposed the tank it got dusted by a LMG. My setup slowed him down a bit, but Gary gained a big edge by mid game - combining a limited counter attack with some good luck, I was able to stretch it to the last turn. Gary played an excellent game, even though he illegally deployed some 346 squads.

4b) All night Wrasslin' session with Brian "Baby Face Harpo" Youse, Guy "Manly Mike" Chaney, Steve "Cheater like the wind" Idontknow, and others. We played until 7 A.M. and went to Denny's...I can't believe I did this, but I might just give up ASL and get my Wrasslin' specific AREA rating.

5) Louis "The consummate rules lawyer and venison expert" Mehr had the Germans in Cold Crocs. This was the most enjoyable game of the tournament; not because I got 10 straight black chits or a bounding fire CH or blasted a HIP AT gun w/ OBA; Louis is a good guy to play and I learned quite alot. Thanks for the OBA lesson!

6) Louie "Mister cautious" Tokarz had the Yanks in Hitdorf. We danced around for the first five turns without the Yanks really getting into the town. Then the armor showed up and he resigned. Its one thing to defend against those mark IVs, forget about attacking them if they have infantry support.

7) Dave "That's uncool dude" Deresinsky (sp?) had the Germans in The Citadel. He swam right into my HIP guy with 2 squads and a 9-1 = death. The cupola raked a few more units in the canal. The final straw was the big 9-2 stack in the citadel going down on a 4+3 shot. He had a 8-1 leader left in the citadel after three turns and I had twelve squads. Dave's tough and he'll be looking for a rematch someday (probably ASLOK).

I can't complain with a 6-1 record. Learned lots and had a great time. Russ did a super job. The only thing I would change is to have the long scenarios like For Honor Alone and Chakila Sunrise played in the evening/night session, not the morning/afternoon session.

Hope to see you guys at ASLOK, these tourneys get better and better each time.

Steve "Hot Cocoa" Pleva

Carl Fago

Looks like most are back from DonCon. Congratulations to McGrath (even though he's not a GEnie-ite.)

For myself, I went 2-3.

A disappointing start when Steve Pleva's siG-IBs got all the smoke and HE they would need and the Germans walked all over the French in Le Harrison.

For the second round, the Australian's tried to keep out the Japanese in Kokoda Trail but failed to do so on a bad decision by me not to CC with all the Japanese in my hex. I killed who I tried for but then they killed all of the Aussies in the hex giving them the

needed GO points for the win. If I had trusted my dice and attacked all of them, I would have won.

Definitely broken and almost ELRed at this point, I played For Honor Alone as the Germans. Things just wouldn't go my way as my dice left me disrupted after a multiple MMG stack rolled boxcars followed by snake eyes for the RS die roll. It wasn't fun so I resigned that one.

Determined to make a comeback of some sort, I played End of the Ninth, again, playing the French. This time things started off ok but dueling armored cars flamed one French AC. All I needed was 7 or less (and I had a couple of chances) while the German needed 4 or less. My dice again failed me and I ended up with a flaming wreck. The rest of the French force held off the Germans long enough to allow all leaders to exit the board but only after a very lucky critical hit knocked out an overstacked German AC two hexes away from the exit hex. The other AC just couldn't overcome the smoke in the hex. French win and I finally win one.

Then a fun game with Brian Youse, one of the new ASLUG scenarios, a win for Brian but always fun to play. At this point Dan Dolan has other ideas and we go into a string of Wrasslin' games. Highlight of the Wrasslin' games...a question comes up about some play in the game...turn around and get a "Mac Sez!" 'Course he doesn't know since he hasn't played it since the playtest.

Next day, a game of Cold Crocs against Chuck Powers of Internet fame. A real slug fest with all but one Brit vehicle flamed or wrecked. Lots of carnage. We didn't bother counting points until the end so we had no real idea how either of us were doing. Ends up, my Germans won the game with 88 CVP vs. 87 CVP. The Brit 9-1 that went Battle Hardened and was subsequently captured was one instance of where this could have gone either way. Truly a fun game.

Final tournament result for me 2-3 (2-4 for the weekend).

I'm looking forward to October!



Phil Pomerantz

I had a great time. Especially stomping BobO deep into the ground. His Belgians in Birds of Prey did manage to break one of my squads before he conceded. We won't embarrass him by talking about his failure to Bring Up The Guns! On the other hand Louis Mehr dealt out a lot of death on my Amis in Carentan to leave me at 4-3 for the tournament. It was close until the 4th turn. My PF failed to do much and his DF destroyed me.

I lost my opening game of Le Herisson as the Germans (a four turn melee didn't help). I won in Toujours as the Germans (helped immensely by a weak defensive setup). I lost at Honor Alone as the Germans (faulty attack, stay out of that grainfield on the flank. I had a 9-1 and three squads burn up there). Then Tom McCorry's momentary presence inspired my Russians to an incredible victory in Turned Away when a pinned 328 pinned a 548 on a 2+2, then killed a 238 in CC to hold on to the victory building in the 4th turn to allow my forces time to regroup and throw back the Huns. That was followed by victories in Tulle (partisans with hot dice), and a win as the Brits in OP Hill where some very hot dice killed the 10-2 on an NMC, then turned a six squad Banzai into two broken HS. Louis and I were then both 4-2 on Sunday before he got a well deserved victory to even our personal record at 8-8.

As good as A-Con was, the two wins over BobO were the sweetest part. It was great to see old and new friends, and I'll be back in '94.



Louis Mehr

ACon After Action Report

1) Perry Cocke chose to play the French in Le Harrison. In the final CCPh, my Germans won the game.

2) Rich Summers chose to play the Brits in Kokoda Trail. My Japanese won on turn 5 with a MASSIVE stack (3 leaders, 2 crews, 4 squads, tons of SW) hiding out of Brit LOS.

3) Mike McGrath chose to play the US in Chakila Sunrise. Mike's GI's managed to win in the last turn with 14.5 squads (13 req'd) across the stream while I had lost my entire Jap Infantry!

4) Dan Dolan chose to play the Germans in Turned Away. For two turns, a Russian leader manned the HMG and held the forward fortified bldg. against continued German assaults. Dan conceded in turn five as his DC/leader went to Valhalla before placing the DC.

5) Steve Pleva chose to play the Brits in Cold Crocs. My setup was terrible and Steve completely (and masterfully) controlled the game from RPh1a on. I resigned in turn five. I really enjoyed playing Steve—who else can relate ASL to the Brady Bunch?! Word of warning: Don't play Steve in a scenario where Steve has OBA! This guy uses mystical Russian language OBA cards that both foretell impending doom and magically all become black once the deck is shuffled! (He drew eight or nine straight black cards and NO red! - Not that this had any effect on his kicking my big butt off the boards, but ... it was still amazing.)

6) Brian Sielski chose to play the Germans in Hitdorf on the Rhine. Early game favored my GI's but then Brian rebounded and almost pulled off the win, but was unable to get the CVP he needed. Highlight: A 10-2 Heroic leader guarding 5 points of prisoners gets jumped in CC by a German Squad. US wins ambush and withdraws! Had Brian won the ambush, the game would've been his.

7) Phil Pomerantz chose to play the US (by dr) in Death at Carentan. My dice were RED HOT and Phil's were not. The tone for the game was set in the opening German RPh: GUSTS! Best Boxcars I ever rolled! Phil's 100mm OBA couldn't scare my Nazi's away as the "20 straight" attack creates a Berserk 548 who then charges through the 100mm OBA (20 down 2) unscathed into the only VP bldg. req'd for me to win. The US unit claiming control was already broken so the only way for Phil to stop my win was to KIA the Berserker before the US unit routed out of the VP bldg. Phil had no such luck as he drew a red card for access! Note of interest - After fifteen straight PBEM games during the last two years, Phil and I had never played FTF before this game. Going into the game, Phil had a slight edge over me with an 8-7 record. Now we are 8-8! As a testament to the AREA System, Phil's pre-ACon AREA rating was 1729 and mine was 1721 indicating that Phil and I should be equally matched players. Our actual record supports that conclusion.

Quote of the Tourney:

"Louis, if you weren't so damn lucky, you'd just be another dumbass Texan."

- Phil Pomerantz

Comeback of the Tourney:

"Phil, I'd rather be an unlucky dumbass Texan than a damn yankee."

- Louis Mehr

Quote of the Century:

"I am wrong!"

- Louis Mehr

Recap: I went 5-2 and had a blast.

Russ G.,

Excellent tourney! Thanks for the fun.

Louis

Avaloncon:

Round 1 vs. Rich Summers as the Amis in Confusion Reigns. I knew I had a tough match as Rich beat my buddy at ASLOK and me at the ASL Open, also in the 1st Round. Rich thought he'd won on turn four as my Germans withdrew to the big stone building. Turn nine he was losing till back to back crits with a BAZ. Still, I had a chance with two SMC overrun attempts but failed the TC. 0-1.

Round 2 vs. Russ Gifford (TD) as the Russkies in Guryev's HQ. Blew away his right flank and didn't change my approach which would have bypassed HIP units and would have cut off reinforcements. Lost it strategically. DASL was a concession as I do not play it often. An ambush withdrawal and rout next to two HIP units...elimination costs me two squads and a leader. 0-2.

Round 3 vs. Bob Rezobek (sp) as the French in For Honor Alone. No more Mr. Nice Guy. Blew the French away with smoke and movement with all forces coming through the burning wheat field. Air on turn 3 but French shoot down duh plane, duh plane...crew survival? French surrender a la 1940 after four turns. 1-2

Round 4 vs. Peter Schmitt (Bob's friend) as the Russkies in A Bridge to Nowhere. Played game in German partially which is why the Ities fought like SS. Peter goes down on turn 5. 2-2

Round 5 vs. Tom Morrin (Die Hard) as the Germans in The Gauntlet. My best played match, a marathon chess match till the end where a 4 flat from a deployed Norwegian greenie pins the 5-4-8 and 9-1 leader giving me victory. 3-2

Round 6 vs. Jean Raymond as the Russkies in Schklov's Labors Lost. We both knew the Russkies have a slight advantage, I get balance. He's never lost that scenario. I've never won. Over at turn 5, who needs the extra balance turn. Learn new French word from Jean... une massacre. 4-2

Round 7 vs. Bill Bird as the Finns in Fighting Withdrawal. Stopped the Finn onslaught with a bunch of 8+1's which pin and break his attackers. Two Russians ambush the stealthy Finns to fight another day. One Russian on a 3MC battle hardens. It's Miller time and I am 5-2.

Not a bad comeback but typical when bottom fishing after losing in an opening round. Don't get me wrong, not one person I played has played less than six years and were all worthy opponents. Such is the caliber of play.

Dan Dolan (or PHLEGM)

OK here it is, my after action report from A-CON.

Round 1

Le Harrison ... with ME as the French. OK go ahead and get it out of your systems. I wanted to try the Holst counter. Scott Drane managed to kill his own 10-2 and break 2 squads during his 1st turn Pfp. Then he got pissed at my frogs and kicked the ever lovin' snot out them. Highlights for me in this one were, Holst surrenders, and every French SW is hurled into the streets by their idiotic users after putting the ammo in backwards. 0-1 But Sielski is crushed too so it's now on to KIBITZ-KIBITZ. What are they gonna do throw me out?

Round 2

Showdown at Tug Argon Pass

I had the British. How not to use OBA. Both my opponent and I managed to not get one fire mission with either of our OBA modules. I kept the tension on him however by failing my radio contact roll 6 straight

times before drawing my 2nd red chit. He just drew the 2 reds right off. I also managed to break every British SW in this round also. So in keeping with this lunacy the Italian resigns on turn 5 with no good order Italian infantry left onboard and the FT tank in flames. One of the most horrible pieces of dice rolling by any human on this or any other planet. My opponent must have averaged an 11 on his morale checks.

Friday evening late: Carl Fago-Brian Youse-Steve Peterson-Me and some other guy start WRASSLIN. A Battle Royal or two with the wimps winning. This sets the stage for the next night's all night WRASSLIN event. Needless to say Carl is waiting at the AH booth the next morning with cash in hand demanding to purchase the greatest game ever made. He even kicks a poor crippled kid out of the way in his rush to obtain same.

Round 3

For Honor Alone-Never again as the French after Rd. 1! My opponent had a somewhat questionable setup which allowed my German first turn forces to CX into the woods right next to the large Victory building. This mistake was the cause of all his problems after turn 2. By turn 4 I had two large stacks on the 1st level of the building pounding away on the small house. He resigned on turn 5. I now stand at 2-1 feelin' spunky, bad and nasty.

Dinner with Phil and Louis, two Strawberry Daiquiri's and then on to ...

Round 4

Louis Turned Away. 8-1 Leader-Three consecutive 2's while manning a HMG. What the hell are Orchard Roads doing in Stalingrad in November anyway. Laughed for two and a half hours before resigning. My most enjoyable game of the tourney. No pressure just fun. Next time though Louis ... Japs and Leatherheads.

2-2 And with this I beat a hasty retreat northward to my mountain top retreat to plot my next years scenario choices.

A great time. Russ is to be congratulated for another stellar job. Can we draft him for next year? Who's gonna run this if he don't? And how does one apply for such a thankless job? Do we just have someone hit over the head by Arabs and plunked down in the wilds of Baltimore with a stack of cards with peoples names on them?

Best ASL storage system at AVALONCON: The guy who had every nationality in it's own box. No trays just in a box. Information counters had their own box too. This was not quite as good as last years winner who had the entire system in a zip-lock bag.

Michael Rodgers

Vacation was great. 4 days touring Baltimore, 4 days of ASL, then 9 days of Shenandoah National Park (doing day hikes every day but one). Here's my After Action Report on my Avaloncon tour of duty.

Round 1: Played the French in Le Harrison against Larry Felton. Unfortunately, Larry told me he doesn't get to play ASL very often, partly because his number 1 hobby is rock climbing. It showed. His setup was too conservative for the Germans in this scenario. He had average luck with his Sigs, but he was shooting at level 2 concealed HSs and dummies for the most part. One time, he moved a stack of 3 squads into an open ground hex using non-assault movement when he could and should have moved them singly. Although the hex was out of LOS of all my visible units, my HIP level 2 MMG-squad stack was able to see and nail them. First fire and ROFs wiped out the whole stack. This had the effect of making his play even more conservative. I won

easily. The only time I've ever been able to say that at Avaloncon. My AREA rating of 1230 probably had something to do with the match up. 1 and 0.

Round 2: My most exciting and enjoyable match for three reasons. First, I was actually still in the running in the second round. Wow! Second, my opponent was the legendary Jim Stahler. ASL author extraordinaire. Third, the game was close until the end. I had the Italians in Showdown At Tug Argon Pass. No British OBA happened and only one Italian fire mission. A HoB on an Italian squad resulted in Battle Hardening and Hero Creation. Not only were Jim and I impressed by an Italian Hero, everyone in our immediate playing area was impressed. I tried to make extensive use of vehicle dust and assault engineer smoke to cover my advance. I gave slightly more assets to the Italian left to insure they took the compulsory victory hex, which they did. With one (or two, I can't remember) turns left, I had also taken 2 other level 4 hexes. I was down to about 6 or 8 squads, scattered in the mountains with the FT tankette and another AFV. Jim had two stacks left. One squad at level 4 with an ATR. The other pile was a leader, 2 HS and 1 squad in a level 3 hex between 2 level 4 hexes, somewhat hidden. I tried to bounding fire my FT at his big pile, but the ATR snuffed my tankette with low die rolls. Immediately following its loss, I noticed that I had missed taking a PFP shot at the ATR squad due to fatigue (3:30 am) and counter congestion (my squad was under an entrenchment counter, under the FT tankette). All that was left to me was suicide charges up open ground hill sides, followed by desperate CC attacks with any survivors. I conceded instead. Jim later decided the dice were playing with us to make the game long. 1 and 1.

Round 3: I played the Germans in For Honor Alone against Stewart King. I put all the Germans on board 19, except for one 81mm MTR and crew behind the stone wall on board 16. Then I had a frustrating game. Not only did I miss ROF, I broke everything that had an ROF (almost). The solitary MTR crew failed in their attempt to smoke the French strong point, so the level one 9-2 and HMG nailed them from there. Broke them on the first shot and killed them with ROF. Then I had to worry about a French squad getting my MTR. I got my Stuka early, but it was distracted by the aforementioned French squad. A

light screen of SuperFrench (i.e.: tough to break) in the woods kept the Germans at bay far too long. My interdiction of the French reinforcements wasn't as effective as it needed to be. After looking how other people's games were going for comparison, I conceded after 5 hours and 5 turns with the Germans just in the woods. 1 and 2.

Round 4: I played Bridge To Nowhere as the Russians against Jason Willingham. Last time I played this, I learned to protect against the Italian using the 7M10 setup area. Now I think I have finally learned that the Russian should forget about an MMG firelane along the bridge. This time the concealed, entrenched squad manning the MMG broke on the first Italian PFP shot at it (last time I played this scenario, the MMG malfunctioned on its first shot). It was an uphill battle after that. I conceded sometime later when my tank got immobilized and the crew failed the TC, while adjacent to Italians. I had lost about half the Russians by trying to hold the Italians in the bridge area east of the river. Did you notice Jason and his friends? Somewhere in their town is a thriving tattoo business. 1 and 3 and getting a little discouraged.

Round 5: I get British (randomly) in Cold Crocodiles against Rob Rezabek. I played this conservatively, planning on taking buildings for CVP. I erroneously crossed the canal with a squad to claim some buildings, thinking "frigid" meant "frozen", but

Rob didn't catch it either. Lucky OBA CH killed 2 German leaders and 1 squad and HS by rubbing a building. I was overly cautious with my tanks, because I forgot the 88s were not allowed to set up in buildings. Rob had expected more forces along the west and had set up accordingly. As a result, only one 88 got one shot (still killed a Challenger). I got one of his JgPz IV's with my other Challenger. I won this one by Rob conceding after six hours because I had half the buildings and he had only two squads, one 9-2, one MMG, a badly placed 88, and one tank remaining, while my losses were the Challenger and a HS. 2 and 3.

Round 6: Strangers In A Strange Land. I get Germans (randomly) against Michael Pierzchala. This was a fairly close game, conceded by the French when it became obvious there wasn't enough time left for him to finish clearing the victory building. I think the French must make an effort to use their tanks to interdict the German reinforcements. Michael didn't and none of his other unit could, so my guys were in the building quickly. 3 and 3 and feeling a little better.

Round 7: I really wanted to improve my previous year's record of 3 and 4. Unfortunately, I hadn't ever played my scenario choices for this round, or Cavalry. I played the Germans (obtained by bidding, then die roll) in Into The Fray against Chris Cavanaugh. This was my worst played round. I also went into this in the wrong frame of mind. I was hoping to get it over quickly, because my wife wanted to go to the mall with me. I set up to try a dash through the wheat field on the German right. I had not figured out that the Polish cavalry can reach the orchard, right in front of the wheat field, in one MPH. I got stuck in the wheat field. When my AFVs came on, I tried to pass them to the Polish rear for encircling and rout interference. I lost one to an ATR and had the other immobilized by the MMG. At that point, I lost patience and conceded. End result 3 and 4.

Conclusions: Next year, I choose shorter scenarios. My average game was just under seven hours. I stuck with the A side for two reasons: more variety of situations and I thought it would be less likely that my opponent had played it 10 times. But, the choices were a little too long, at least for my speed.

It was good to be able attach faces to the Genie names I've come to know. Too bad I didn't get to play any of you. Maybe next year.

Michael R.

Scott Drane

Hello Dudes,

Game 1 Played Dan Dolan in Le Herrisson, I had the Germans. His Sniper took out my 10-2 in the very first player turn, but I managed to pull out a win in spite of myself. Good game. Dan, next time maybe you'll remember not to use the Holst counter.

Game 2 Played Francis Bein in Toujours L'Audace. I had the Germans once again, and the Belgians were eventually overwhelmed by the number of German squads.

Game 3 Tom Kearney in Rocket's Red Glare. Once again I was on the attack, the Americans this time. Tom forgot the flame counters were PFs, and the StuG paid for it when attempting an overrun. I sneaked a HS around the side into the far victory building, and rolled eyes in the ensuing CC with a German HS. A girlie win, but I take 'em any way I can get 'em.

Game 4 Played Eric Givler in Bridge to Nowhere. My Italians never could get started, although I did smoke the T-40 (or T-60, or whatever it was). Realized after the game that we were using the 4FP table for his mortar shots, although considering

the way I played, it certainly didn't make a difference. Was hoping Eric would go on to win, but he lost to McGrath the next round.

Game 5 Played Chris Cavanaugh in Cold Crocs. I was on defense with the Germans this time. His OBA was a real pain this game, causing all sorts of havoc among what few defenders I had. Revealed a HIP HS 2 hexes away from a FT tank, got the PF, got the hit, but rolled a dud for effects. Two turns later my 88LL was IFing at another Croc, hit and rolled another dud for effects. Where did all this cheap ammo come from? I eventually destroyed all the tanks, so managed to eke out another one. This was the most enjoyable game of the tourney for me. We played 9 hours straight.





Game 6 Had the Germans against Mitch Balicki in Shklov's Labor's Lost. Thought I was doing great on Turn 3, so I slowed up a little. Big mistake. The Russian defense was too much in the last building.

Game 7 Played Rocket's again, against Andrew Robin. This one was unbelievable. I didn't win, my dice did. Got a CH on the Flakpanzer, Stug, and the building location containing his 9-2, 2 squads with HMG and MMG, the last CH was from the 90L. I'm having those dice bronzed.

Finished up 5-2, and had a great time. Sorry I didn't get a chance to play any of you other guys (Sielski, Pomerantz, Zadra, Louis Mehr, etc.). Maybe at Oktoberfest?

See ya there,
ScottD

15 August 1993

A CLUSTER MAY CONSIST OF ONE ANTITANK MINE	
OR ONE ANTITANK MINE PLUS SEVERAL ANTIPERSONNEL MINES WITHIN A 2-SPACE SEMICIRCLE FROM THE ANTITANK MINE	
OR ONE ANTIPERSONNEL MINE	
OR SEVERAL ANTIPERSONNEL MINES WITHIN A 2-SPACE SEMICIRCLE OF THE ANTIPERSONNEL MINE	

The cluster.

CLOSE COMBAT

Glen Gray

This article is inspired by those situations where you suddenly find out you don't know what you thought you knew.

I don't know about you, but to me the rules sometimes seem confusing and have to be read three or four times before making sense. Hopefully this article will clear up a few obscure points about regular old infantry vs. infantry close combat.

What happens when a (up to now) hidden or otherwise unknown unit advances onto a broken unit? How about when the attacker advances into a hex containing both known and concealed/hidden defenders? Does the hidden squad add its ambush DRM even though only one squad is concealed? Both these things happened to me recently, and despite having played the game for years, neither had happened before, so I didn't know the rules. Anyway, a review of the close combat rules was clearly in order for me. Re-reading section A11 turned up one big surprise to me; (A11.12): ALL DEFENDING UNITS DO NOT HAVE TO BE ATTACKED. NOR DO ALL ATTACKING UNITS HAVE TO ATTACK!

WOW, such a fundamental rule and I've been playing it wrong forever. This is one of those sentences at the end of a paragraph that deserves to be highlighted. This rule answers in part the situation where an attacker advances into a hex with a known enemy unit only to find a hidden unit too. The defending HIP squad is placed on board under a concealed marker, (even I knew that much) at the beginning of the CCPh. But after that the defender can retain concealment by not participating in any close combat attacks or if the side with concealed units Ambush the other side and the concealed ambushing unit(s) eliminate their target. If the concealed unit survives it isn't even held in melee and can make a triple point blank prep fire phase attack or move out of the hex (A11.15).

Yes, a broken unit can find itself in CC/melee in the close combat phase. As I found out, a hidden or other wise unknown unit can jump out of nowhere on your poor semi-defenseless squad. Should this occur the broken squad defends in CC with its full firepower and the attacker gets a -2 die roll modifier (A11.15). Broken units in Melee do not rout normally, but instead must attempt to withdraw from Melee (not CC). If they are not eligible to withdraw the broken units are instead eliminated at the end of the CCPh for Failure to Rout. In Melee the attacker will receive a -4 DRM (unless there are covering units) since the broken unit MUST attempt to withdraw from melee (not CC) (there could be more DRMs for ambush, capture attempt vs. inexperienced infantry, etc.). The only other ways broken units may wind up in Melee that I know of: A unit already in melee breaks as a result of an attack from outside the hex. Sniper attack, or a broken unit not being eliminated in CC.

I'll end with a word about the ambush die rolls. Being broken earns you a -1 to your ambush die roll. This tells me that even broken units can ambush somebody! The fortunate bloke who is concealed gets a -2 DRM but after that loses concealment for making an attack (unless it is an ambusher and eliminates its target - A11.19). These ambush die roll modifiers apply even if only one unit in an ambush situation qualifies (A11.4).

ASL SCENARIO

ANALYSIS: RB3

BREAD FACTORY #2

Rating : 55% Pro-Russian

Russian Advantages : Excellent Defensive terrain. AT Gun

Russian Disadvantages : Outnumbered until turn 4

German Advantages : 9-2, HMG

German Disadvantages : Street running F41-A44 splits forces

This is a good little scenario and a personal favorite. RB3 also sets up and plays quickly, making it good for weeknight gaming. Another interesting feature that adds to its enjoyment for me is that RB3 virtually recreates an actual firefight. As many of you know, this is the old Berserk scenario from Streets of Fire. It was included in RB to take advantage of the new map, thus enabling the scenario to be played on the exact terrain as described in reference material. I favor the Russians slightly in this one due to "that damn street" F41-A44. This street is a pain for the Germans.

German Attack

The major task is getting your force across the F41-A44 street. If this is accomplished successfully, the scenario swings to 50-50 or even slightly Pro-German. The German is faced with three options at the outset : 1) An attack through the culvert and up the gully, 2) Attack building H41, then on to F42 and G43, 3) Cross the F41-A44 street and assault F42 and G43 directly. I feel 1) and 2) to be utterly hopeless. Any Germans who attempt to move through the culvert will be shot up before they ever get close to building H41. Russian squads in F38 and/or I41 put an end to this move. Building H41 is the key to the Russian defense. Taking it quickly would definitely put the Germans in an overwhelmingly superior position. However, it will (or at least should) be too staunchly defended to allow this. If H41 is well defended, it will take the Germans several turns if not the entire game to take it. By the time H41 falls, the Germans will probably have neither the time nor the strength to wrest the victory buildings from the Soviets who started there and the reinforcements which have filtered in.

Building H41 will not be the main objective, but the Germans should harass hex G41 and keep pressure on the Russians defending there. The presence of Germans adjacent to G41 will alarm the Russian player. The Russian player also realizes the importance of building H41, and will not want to allow the Germans to enter it. Russians defending G41 are therefore forced to fire on any harassing Germans, and any Germans lucky enough to actually enter G41 must be counterattacked immediately. Thus, a small German force attempting to enter G41 can give the Russians grief if for the sole fact that they draw fire away from Germans around F42 and G43. In my opinion the best German option for the main thrust is #3 : a move across the street. The best German weapon is obviously the 9-2 and his HMG. From any initial set up location the HMG cannot fire on the ground floor of G43. It has a really poor field of fire, but can hit F42. This may keep the Russians from putting two squads in F42 initially. If the 9-2 can make it across the street with the HMG, a firebase can be positioned in D44 which is shielded from the Russians in building H41. From D44, the 9-2 can go about clearing the victory buildings with machinegun

fire. Once the Germans have crossed the street and regrouped on the Southern side, they will be able to bring tremendous firepower to bear on F42 and G43. Large fire groups can be arranged with a couple of squads advancing adjacent to F42 and G43. The Russians should be forced out of the victory buildings eventually. The Germans must then occupy F42 and G43 and duke it out with the Russian reinforcements.

How does the German player go about crossing the street? Put three 4-6-7s in C42, two 4-6-8s, one 4-6-7 and the 9-2 in B42, one 4-6-7 in C41, the 7-0 in A42. The 4-6-8s get the HMG and one light. Use the concealment counters to create a few dummies. On the other side of the street, the 5-4-8/DC and LMG and a 4-6-7 go in E44. The 9-1 and the remaining 4-6-7 start concealed in D44. The units in E44 cannot be concealed (no concealment terrain), so the remaining two concealment counters form a sniper bait dummy. Even after an opponent has figured out which stacks are real and which are not, dummies are always good for soaking up sniper attacks, denying enemy concealment gain, etc. It is best to cross the street on turn 1 before the Russians can consolidate their positions. The 5-4-8 and 4-6-7 in E44 move separately into D43 and attempt to throw smoke grenades into D42. If the first attempt is successful, toss the second grenade into C43. The total DRM allowed per hex for SMOKE hindrances is +3. Putting the smoke grenades in separate hexes nets a +4 hindrance. The Germans which start north of the street must perform their movement phases in the correct order. The Fire Lane rules will come into play here. The first unit into the street must be attacked by First Fire before a Fire Lane may be placed. Therefore, the first unit moving into the street will receive the benefit of any smoke hindrances between Russian MGs in hex G41 and the target hex. Once the Fire Lanes are onboard, the smoke will serve only to cancel FFMO. The German player will want the 9-2 and the squad with the HMG to be first into the street. This stack will receive the full benefit of the smoke hindrance. Start the Northern group off by having the three 4-6-7s attempt to place smoke in the street. Next, the squads with the 9-2 attempt the same. The squad with the HMG will roll for a smoke grenade only if everyone else fails (he doesn't want to risk a dr of 6 ending his MPH). If at least one smoke grenade is in place, the 9-2 and the two 4-6-8s/MGs move into the shellholes in B43 and then into C44. They will advance into D44 if able. Early success on the smoke grenade drs will allow some other squads to cross the street instead of placing smoke themselves. In all cases the 9-2 stack should go into the street first. If the Germans get lucky and hit enough of the smoke grenade drs, they can march across the street as the hindrance DRM will be +6 blocking LOS completely. Once across the street, it is a brute force assault into F42/G43. The massed firepower of the Germans, along with the 9-2, should enable them to gain control of the VC buildings. Then they must hold on. Being unlucky enough to fail all the smoke grenade drs is a setback, but it is not fatal. In this case have some squads advance into the street, shellhole hexes only if there is a lot of Russian firepower bearing on you, with one squad per hex maximum. If the Russians don't get a large amount of ROF, things should work out. Any units which break can rout south, then hopefully rally and regroup. Try to get enough squads across on turn 1, but don't commit suicide if the smoke rolls all fail. "Enough" squads would be as many as you feel is necessary to make an attack from the southern side of the street viable. Once you have attacked from this direction, you will see the benefit of crossing the street.

The 8-1 group arriving on turn 2 can move up to C42/D41 to shoot up F42 and interdict Russian movement between H41 and the victory buildings.

The 8-1's men can also harass the Russians in G41. A squad or so from this group can even try to cross the street if it is needed in the south and the opportunity to cross presents itself. I like to get the 9-1 from the initial force into the shellholes in E43 along with the 4-6-7 which started with him. Hopefully these two units will sit in E43 concealed until the 9-1 goes berserk and then they both hop into F42. This way there is no open ground to cross during their berserk charge. The first hex entered contains +3 terrain. The Russian player knows this and will try to break the 9-1 and make him rout away. Stacking the 9-1 with two squads is too dangerous in case these berserkers are shot in the open. One squad can fail its first morale check and still be around for the CC phase (albeit as a half-squad). With H-H close combat required, the berserkers have a good chance of hacking some Russians to death if they survive their charge. Even if they don't make it they will probably draw a lot of fire while charging. If they do survive for CC, remember there is no ambush dr for a berserker in CC with an enemy unit unless someone is concealed in the location or other units have advanced into the location during the APH (An ambush dr is not made if the units entered the enemy location during the MPH). Another good option is giving the 9-1 the demo charge and letting him charge the Communists alone. His berserk morale level of "10" may just see him through. If he gets into a location with some Russians, the DC is a nice reward for their ineffective fire.

Any Germans remaining north of the road may join the 8-1 in his attempt to take G41. This is best accomplished by approaching G41 slowly while trying to remain concealed. Any attacking units will be limited to +1 TEM in the hexes adjacent to G41. The +2 TEM for the G41/G40 wall may be claimed if the Germans can gain wall advantage. Remember that units in cellar locations cannot claim wall advantage. G41 is usually difficult to take as I have mentioned. The Russians will probably have several squads and one or two MG there. Other Russians in H41 can counterattack any German units fortunate enough to force their way into G41. Attacking G41 does soak up some Russian firepower, and does not allow them to concentrate all their efforts against your squads around F42/G43. As the Russian reinforcements begin to filter in, try to position a squad with a LMG in or around hex D41. This LMG may prevent the Russians from running forward in stacks of three with the road bonus and a leader. The longer it takes the reinforcements to reach the battle, the less effect they will have on the outcome.

Russian Defense

F42 and G43 are the victory buildings, but building H41 is the cornerstone of the Russian defense. It will serve three main purposes. First, hex G41 controls the F41-A44 street. Second, the building will contain a commissar who can quickly rally any units which break. Lastly, building H41 serves as a firebase which will blast any Germans occupying the victory buildings. The Germans in this scenario will either try to cross the street as I described, or will come for G41. A stiff defense in G41 guards against both of these possibilities. I prefer to start the 9-1, a 4-5-8, and the HMG in the cellar of G41. The cellar offers +4 TEM. If not using the IIFT, being in the cellar does not affect this stack's firepower except for PBF, long-range attacks, and subsequent First Fire attacks involving the squad alone. Back in G41, the HMG can hit both victory buildings along with the entire street and hex D43. G41 is a natural position for the HMG. I have also seen it placed in G43, but feel this puts it at risk of being captured at some point during the scenario. I also like a 4-5-8 on the ground and first floors of G41. The ground floor squad gets a MMG.

the first floor squad a LMG. The first floor squad also receives a concealment counter. The other two squads in G41 need not use any OB concealment counters as they will gain concealment prior to the start of play. This hex now contains a formidable amount of firepower, and can place two Fire Lanes to hex A44. The squad at level one can be Prep Fired at on German turn one, the other two locations are out of the line of fire at game start. German Prep Fire on turn one is not a major concern as the Russians are concealed and in stone buildings. Also, any Germans who Prep Fire on turn one cannot move and will be stuck north of the street at the end of their turn. The Russian player will consolidate his positions during his own turn one, so any Germans crossing the street on turn two will have a tougher go of it.

The victory buildings should be occupied by three or four Soviet squads. They should all begin the game concealed. I like a 4-5-8 with LMG in F42 ground, and a 4-4-7 in both G43 ground and first level. The other MMG may be placed with the squad in G43 ground. A MMG here enhances the firepower of the Russians who will be occupying the victory buildings. It could help to keep the Germans out of F42 and G43 for a couple of turns. The only drawback is that it will be subject to capture if the Germans are able to take G43 relatively early. If this possibility troubles you, put the MMG in building H41 where it will look to hook up with the other MMG to form a 16 FP stack. I do not like putting a squad on the first level of F42. Any squad in F42's first level may get stuck there if it breaks. The Germans will eventually get adjacent to F42 thereby disallowing a rout downstairs. This may happen on turn one, making initial placement in F42 first level too risky. An exception to this would be using the HIP squad on the first level of F42. Since the squad is not on the map it will probably not be fired on. This takes away the worry of being stuck on the first floor broken. The Germans are sure to enter F42 at some point during the scenario (they better if they hope to win!). When they do, the hidden Russian squad can advance onto them and try some CC action. The Russian squad will be concealed and stealthy, giving a good chance for ambush. If an ambush is obtained, Hand-to-Hand CC can be declared with a -1 DRM for ambush. This can be a nasty surprise for some Germans who moments before were happy to have gained entry into a victory building. The Russian squad which starts in G43 first level will move to the ground floor when the Germans get close as he also fears being stuck there if broken. One squad can go in J40 to fire at any Germans using gully movement. Hex F38 is another possibility for the HIP squad if the F42 trap is not chosen. This placement also prevents gully movement. Rooftop locations should also be considered for the HIP squad. The Germans are not likely to gain a rooftop during the scenario, allowing a HIP squad to lie in wait for a juicy target.

The AT gun and crew should go in H41 with a 10-0 commissar. The gun has point blank shots at F42 and G43 from here, and is not exposed to German fire. It will be a handy weapon for kicking the Germans out of the victory buildings. I prefer to take a 10-0 commissar at the start instead of receiving a 9-0 on turn three. The -1 modifier from the 8-1 is lost, but the 10-0 will rally those Russians who break early in the scenario. The 10-0 allows a quick turnaround time on broken Russians. This helps to offset the German numerical advantage during the first three game turns. The lone trench should go in hex H42. There is no other alternative really worth considering. This allows movement/rout between the H41 stronghold and the victory buildings. The Russians should strive to keep the Germans out of the victory buildings as long as possible. They should

react violently with fire attacks and close combat to any Germans in either F42 or G43. The arrival of the reinforcements will enable a counterattack if the Germans have managed to gain the upper hand.

Wrap Up

I give the Russians a slight edge in this one due to their good defensive positions and the limited German approach routes. This scenario is a real winner, one I never tire of playing. The Germans have managed to win our last couple of playings in down to the wire games. A broken squad at level one in G43 prevented the Russians from regaining control of that building in two of the games. This is a good point to remember. To control a building, one must either mop it up or be the last side to occupy it while it is devoid of enemy units. A unit in the ground floor of F42 or G43 can rout upstairs on the last turn of the game and prevent a win. Basically, if an enemy unit is in either F42 or G43 ground level on the final player turn and the building must be retaken, then those enemy units must be killed. Otherwise they will rout upstairs and deny you control even after you advance into the ground level location. If a player turn remains however, then the broken units upstairs will be forced to surrender or be eliminated for failure to rout during the next rout phase if you occupy the building's ground floor. This scenario is usually tight, and comes down to the last turn quite often. The victory buildings are liable to change hands several times over the course of the game. The German balance provision of a MMG is pretty good. Stacked with the HMG the MMG makes a good fire group. I would start it with the Southern group thus avoiding having to lug it across the street. The Soviet balance provision of three fortified building locations makes this scenario unwinnable for the Germans. Tunnels dug from building H41 to the victory buildings allow the Russians to emerge concealed in the victory buildings at the end of any APH after they have used the tunnels (entered during the MPh). This makes for likely ambushes on any Germans in F42 or G43. This tactic also enables the Soviet player to place a concealed unit back into the victory buildings at any time. The Germans are hard pressed to deal with this.

The "Sulzby" Scoring System

Steven Sulzby

This system rose from the ashes of a debacle with the "Arizona Tournament Scoring System" when I completely satisfied the victory conditions of the scenario in the opening round, scoring the most victory points of all players of my side (by exiting), but not inflicting any casualties upon my opponent. Despite my one-sided victory, (in the second round, I completely annihilated my opponent and finished first again, based on comparative scores on my side) it actually proved to be my undoing when being considered for the final round, (in the first two rounds I had scored eight of nine possible tournament victory points, not receiving the point for "Casualties inflicted" in the first round) as the supposed "quality of my tournament points" had been surpassed by others. I felt robbed in this case as in each scenario I had been the top player and yet wasn't entitled to advance to the second round. After pointing out the deficiencies of this system to the owners, a late night conference with Pierce Ostrander, Dan Placetha and, I think, John Knowles left me with the verbal challenge of "How would you do it, Steve?". Thus the Sulzby scoring system was born, the next chance I got to run a tournament.

Here's how it works: After the results are in, judge thier finish by the number of scenario victory points scored on each side. The player with the most scenario VP (for the side he played) finishes first, the player with the second most finishes second, and so on. The players are ranked vs. players playing the same side only. Award each player a number "Tournament VP" inversely proportional to his score, based on the number of games played and counting down. For example, if there are twenty participants in the tournament, then there will be ten games each round, and the player finishing with the best score for each side would receive ten tournament VPs, second place for each side receives nine VPs, and so on down to those who finish last (tenth) scoring one tournament VP point. At this point, 0%-25% of the participants are dropped from play. Modify this number as you see fit. The second round occurs similarly, but the number of tournament VP scored is raised by two or three (usually two), depending on the number of participants competing. The range of scores remain the same, thus leaving uniform gaps in possible tournament VP scores because there are now less players with the same range of scores as previously used. Continuing with the example of twenty original participants, let's say sixteen are left after the first round. The scores each of them might possibly get are from three to twelve Tournament VPs awarded. Perhaps you'll decide to make the possible scores as follows: First place - 12 TVP; second place, 11 TVP; third place, 9 TVP; fourth place, 8 TVP; fifth place, 7 TVP; sixth place, 6 TVP; seventh place, 4 TVP; and eighth place, 3 TVP. Notice that the two gaps are symmetrically spaced in the range of scores possible (The gaps ("Gaps" means that no one has this score) are 10 TVP and 5 TVP in a range of 3-12 TVP). Use fractions in order to retain symmetry in some cases. So on, and so forth for each successive round, with each round becoming more valuable (because each round is worth two or three more points than the previous round); the better players advance to the final rounds. In the final round, have four to eight of the players with the best scores participate and arrange the possible scores (Remember to use fractions if necessary), so that there will be no chance of a tie in the scores of the top three winners.

Whenever considering who to drop and who to advance to the next round, do it on the basis of the total number of the tournament VPs scored so far.

If any of you have any questions call me at (714) 968 6689

Good Luck,
Steven Sulzby

Tournament Director's Do's and Don'ts

Steven Sulzby

SCENARIO DESIGN:

- ☑ Do Start Early. Have plenty of time for playtesting and revisions.
- ☑ Make them short. Try not to have the tournament last past am if you are doing a Friday or Saturday tournament, and 12 AM if you are doing a Sunday tournament. Also, four rounds gives a better impression of who won your tournament as compared to three rounds.
- ☑ Have lots of Victory Conditions. Try to avoid scenarios where several players will be clustered together because they scored all possible VPs or didn't score any.

- ☑ Do your simpler scenarios first and your most complicated scenarios last. Do one on everyone's level first, and the ones involving more skill for the players who are left in the end.
- ☑ Do the initial playtesting involving yourself and your opponent. Thus, the major mistakes can be quickly found and corrected and the plausibility of pushing forth the continuing effort of development can be evaluated.
- ☑ Don't have a central piece in the scenario on which most of that side's chances depend (such as having one 88L AA Gun or one Stuka). It's alright to have two such pieces (if they both break, I guess it just wasn't meant to be).
- ☑ Try to use historical situations. This isn't that important and can be greatly "fudged", but it is appreciated. One of ASL's main attractions is its "illusion of reality" when playing a scenario. Do a little research to come up with a situation and aftermath. It adds real quality to your effort.
- ☑ Use independent playtesters. Send them the scenario(s) without any comment and let them contact you if there are any problems. Encourage them to find all possible loopholes and situations which you might not have thought of. It is their job to ruthlessly tear apart and stomp all over your design concepts! have them give you a full report including: final scores; time elapsed from start of reading the scenario and pulling out the counters and boards to completion of the scenario; suggestions; events which may have happened to skew the results; possible tactics players might use which would give a far different result than you intended (i.e. HIP, Kindling, etc.); enjoyment; etc.
- ☑ Seriously consider your playtesters suggestions. incorporate them if they have merit and would fit the tactical and historical situation. Make them feel as though they've performed an invaluable service for you (they Have!).
- ☑ Playtest them again after you have one printed up. It is rare when a tournament scenario is not accompanied by an announcement making corrections or clarifying ambiguities. Make sure West is West, all the numbers are right for the Order of Battle, and you remembered to get in all the Special Rules you wanted. Check and see that the game length is right, and that you've included environmental conditions. Go over set up restrictions, ELR, SAN, reinforcement entry hexes, board alignment and SSR making sure all function as you intended. Have them "independently playtested" ago, if possible.
- ☑ Give your scenario cards an attractive appearance. Again, this is not so important. Nevertheless, you have put lots of work into this, so you want to make your scenarios special to the participants as well. A poor appearance will discourage them and their friends from taking a more in-depth look at your design.

TOURNAMENT CONDUCT:

- ☑ Get the tournament started on time. There ain't that much time. So, get goin'!
- ☑ Take roll. make sure that everyone who's going to play is signed up. Make sure those who have pre-registered are present.
- ☑ Pair off your participants in a fair manner. Be ready to defend or explain your methods to the inquisitions. Many of us have already faced your problems or are considering being a tournament director and are interested in your reasoning.
- ☑ Be available especially during set up. This is when most of the problems in your written description of the scenario will crop up.

- ☑ Answer and adjudicate rules questions. If you don't know, or aren't sure, look it up! You are the authority today and we are all depending on you for the right answers. Occasionally, the rules won't help you and you'll have to make a call. Do it to the best of your ability and have no regrets.
- ☑ Decide on a scoring system. If you are going to come up with your own system, be sure you bounce it off of several people who have run tournaments before to make sure it will function effectively.
- ☑ Do your paperwork during the round. You will be stressed out for time between rounds, collecting and adding scores, and making pairings between rounds. Make this as easy as possible by doing all possible chores during the "quiet time" of a round in progress.
- ☑ Don't volunteer information on rules, tactics, orders of battle, set up mistakes, SAN observances, etc., it is up to that player's opponent to police him. Only do these things if specifically requested (never tell anyone how to play), otherwise keep your yap shut until the round is completely finished. Discourage other's kibitzing, also!
- ☑ Prod those games which are dragging behind the others. Some players will take as much time as they can if you let them. You only have one day to get it done, so make sure it gets done.
- ☑ Don't be afraid to judge games. Many other people besides you are waiting for the next round to begin. Go to the last couple of tables still playing, and if they are not very close to a conclusion, extrapolate one. It is up to the attacker to keep things moving. So, if it requires a close judgment between the attacker and defender, penalize the attacker. In the last round, try to be more patient and generous with time, as these guys are playing for your tournament's title and deserve a little extra time to calculate their moves.
- ☑ Communicate! Everyone has an opinion on what's the wrong, and what's the correct, way to do something. Talk it out with the participants and try to see their point of view while expressing your's as clearly as possible. Not everyone will agree with what you are doing, but talking about it will help them understand why you are doing it as you are and diffuse misunderstanding.
- ☑ Enjoy yourself! You and your scenarios will be on stage. Instead of feeling the pressure of the spotlight, concentrate on the enjoyment that the participants are experiencing playing them, as you did when you were developing them. There is a very satisfying feeling about having people enjoy something you've created.
- ☑ Encourage others to take their turn at being a Tournament Director. The reason we have such a good time at our conventions is because you made it possible. Next time, it will be your turn to compete, and you want to make sure there is a tournament for you to participate in. If the same people keep running it over and over, "burn-out" may set in and soon this format will cease to exist.

This is not a set of "rules", but a series of guidelines and suggestions. Feel free to violate or disregard some of them, but if you do, make sure you know (in your own mind) what your reasons are for doing so.

TACTICAL BRIEFS

This column is devoted to do and don't hints. Contributors will be promoted at the rate of 1 rank per 5 printed hints (Promotion occurs with the submission following the 5th, or multiple of five, submissions [EX: A person with 5 submissions at the rank of pfc (total printed submissions 15) will receive the rank of Corporal on his 16th printed submission]). Once a contributor reaches 5-Star General ranking (126 printed submissions) he will receive a ★★★★★★ Star General ASLUG T-Shirt and ASLUG Magazine gratis, for life. Of course, every submission will be screened for relative worthiness, as you rise in rank your submissions will be culled more thoroughly. The rank structure will follow the Modern US Army structure as follows: [Enlisted] Private (E-1), Private (E-2), Private First Class, [NCO] Corporal, Sergeant, Staff Sergeant, Sergeant First Class, First Sergeant, Sergeant Major. [Warrant Officer] Warrant officer (WO-1), Chief Warrant Officer (CW-2), Chief Warrant Officer (CW-3), Chief Warrant Officer (CW-4). [Officer] Second Lieutenant, First Lieutenant, Captain, Major, Lieutenant Colonel, Colonel, Brigadier General, Major General, Lieutenant General, General, General of the Army. The 126 printed submissions is the minimum necessary for the above awards. Any persons desiring to maintain any rank and not be promoted further will still be awarded the T-Shirt (with their chosen rank) and ASLUG for life. So all you lifer enlisted types out there, don't worry you won't be made a zero or six without your permission.

✦

Take an eraser sized piece of fun-tack and stick it on the end of a pair of tweezers. This allows you to quickly pick up the top counter from a stack. Even in the middle of a counter heavy area. Just touch the counter with the fun-tack and it will stick to it. It's the ultimate counter handling device.

- Pvt. (E-1) Dan Dolan

To speed up crossing a Deep stream that has difficult terrain (due to the doubling effect of moving/advancing to a higher elevation) in the exit locations, (such as the one in One Log Bridge) go Cx before you enter and then move into crest status. You can leave then leave the stream in the Advance Phase across a crest hexside as if leaving an entrenchment. This will cross you only one extra MPh plus the COT instead of doubling the COT of the hex entered. It is the key to One Log Bridge and a few other scenarios.

- FORT

ANNOUNCEMENTS/ CORRECTIONS

Issue #6

- Tactical briefs. Wall Advantage does not negate the Case C3 or backblast penalties.

ASLUG has acquired ATP and will combine the two formats into one magazine, ASLUG. I will attempt to fulfill as much of the outstanding ATP subscriptions as the settlement between ATP and ASLUG allows.

ASLUG has also acquired In Contact with the aim of completing IC#3 and playtesting/revising old IC scenarios for re-issuance in ASLUG format.

Over the Next Hill:

- Another DYO scenario generation system.
- Two New scenarios.
- A series replay of One Step Forward.
- An Article on what "makes" an ASL scenario great.
- "Historical Accuracy" vs. "Playability".
- And other articles on the play of ASL.

One Log Bridge

Japanese: Glen Gray
American: Russell Mueller
Neutral: Gary Fortenberry

Preliminary Comments: This replay is between two intermediate level players. Russell and Glen have been playing each other for a couple of years and are relatively inexperienced in the jungle. The stacking mistake is one common to newcomers to the jungle. This replay shows what happens when a player gives up the tempo and is not flexible in his play. I have italicized several key points concerning special situations as an aid to those trying to learn ASL and PTO.

Japanese Setup:

U6 ? 9-1 MMG 228 (BS: W6)
V4 foxhole LtMTRa LtMTRc 447e (BSa: Y3, BSc: X2)
W4 foxhole LtMTRb 447d (BS: Y5)
W6 ? 9-0 447c
X6 ? 447g
Y6 ? 447f
Z2 ? x2
Z5 ? x2
Z9 ? x2
X2 HIP LMG 447a
Y9 HIP LMG 447b

Initial Comments: Japanese

I put two mortars in hex V4 to cover the river bank where the Americans should establish fire teams to cover the crossing. X2 and Y3 are three hexes away so they'll get air burst and maximum ROF chances. The HIP squads are positioned to get good first or second turn shots and strip concealment from the Americans.

I'll try to trade casualty for casualty with the Americans and put most of my force on my side of the river.

American Setup:

CC9 8-1 LMG 558a 558b
CC5 9-2 LMG 558c 558d 238e 238f (Setup violation: overstacked)

Offboard reinforcements

North of AA ?e 9-1 MMG 458a 458b 458c

North of Y ?f 248d

[Illegal: Americans may enter East of Hexrow Y.]

North of BB ?g 248e

Initial Comments: Americans

The scenario allows 7 turns to move 8 hexes. This is a hint. The American does not need to move forward quickly. The jungle terrain favors the defense but there isn't very much of it. A methodical Marine player should be able to control the tempo. The two Japanese HIP squads are their best advantage while the Americans have clear superiority in firepower.

I will choose A1 - Bore-sighted weapons don't frighten me. The Japanese LtMTR's are not as much a threat as they first appear. At these ranges their RoF is only 1 with NO airburst. The WP is nice but it's dispersed and the Japanese can't count on more than two occurrences. Also a minimum of 20% of Jap infantry is required to run the LtMTRs. Hipsters killing route paths is my fear. Are they placed offensively on rows Z and Y or defensively for the Japanese last turn counter-attack?

The Marines have three clear avenues of attack separated by the Z7 and Y4 swamps. The attack should follow three phases: 1) Clear the east side of the stream. 2) Shoot and weaken Japanese squads across the stream. 3) Cross the stream and hold the far Victory hex. I'll try to get across the stream on both the right flank with the 9-1 & 458's and the left flank with the 8-1 & 558's. I expect the bulk of the Japanese to be west of the stream. The 9-2 should be able to hold the center and take care of himself, baring sneaky ambushes. I must remember my smoke, American players who habitually forget Infantry Smoke are giving up one of their best advantages.

Neutral Commentary: Initial Setup

Glen Has both of his flanks guarded well by HIP units. I believe the Y9 squad may be in a very nice place if Russell try's to cross the stream on the extreme Southern flank. If, in an attempt to reach the stream one turn one, a Yankee stack happens to use the Palm grove in Y10 they could be in for a nasty surprise as the sons of Nippon lay a 12 - 1 on them. If no Marines

head his way he could be out of place except for a bit of encircling fire on Marines in X6/Y7, but this is unlikely and of little use. If Russell shuns this board edge (his set up indicates he will not!) these guys best use may be to stay hidden and keep the Marines a little cautious, with an eye always towards disrupting US rallying points later in the game. I am a little concerned that he is vulnerable out there all alone with no safe path of retreat. The Japanese HIP squad on the other flank has the same problem of lack of a safe withdrawal route. I think that if I were going to leave him dangling I would probably do it in someplace like X1 (I prefer V2 across the Matanikau). Glen's dummy placement is unimaginative and with Russell's propensity to "run at" possible Dummy units I suspect they will soon be history. The "running at" dummy's mentioned above is the safest way to search in the jungle vs. Japanese. The +2 TEM gives you good protection vs. DFF when you actually run into real units and you don't have take that scary search casualty dr with the "stealthy defender" drm plus the +2 search drm vs. Japanese doesn't come into play.

The US set up a HS to enter on Hexrow Y in violation of entry restrictions and the units in CC5 are overstacked (G2.2), but neither side caught it so A.2 comes into play. Units set up in CC8 could reach the same locations as the units Russell set up in CC9 and the CC8 units could also move to reinforce the center if they were to wait to see the results of the center units move. As for the rest of his reinforcement set up, they are set up very boldly, almost recklessly, a Japanese HIP unit could be in X0 or X1 and really pound these 7th Marine boys if they aren't careful (luckily for Russell there are no Japanese in these locations).

Concealment Growth: Japanese: W4: ?m, V4: ?l

Concealment Growth: American: CC9: ?a, CC5: ?b

Japanese Sniper: X5, SAN 5; American Sniper: Y5, SAN 3

AMERICAN TURN 1

— Rally Phase —

1 Wind Change: 2,4 NE

— Prep Fire Phase —

None

— Movement Phase —

2 ?a 8-1 LMG 558a 558b go CX to BB8, AA9, Z9 Japanese ?b in Z9 a dummy.

3 LMG 447b in Y9 revealed American ? lose

4 LMG 447b @Z9 (12 +1) 4,1 2MC

5 Target CX 8-1, 2MC 2,4 Pin

6 Target CX 558a, 2MC 5,2 Break, DM

7 Target CX 558b, 2MC 5,2 Break, DM

8 LMG 447b @Z9 SFF. (6 +2,+1) 3,2 1MC,NMC

9 Target CX Pin 8-1, NMC 4,6 Break, DM

10 Target Broken 558a, 1MC 1,1 No Effect, HoB

11 Heat of Battle (+0) 1,1 Hero. 558a still broken

12 Target 558b, 1MC 3,5 Casualty reduction: 238b

13 ?d 238e to BB5, AA5, Z5, Y6 Remove Dummy, reveal 447, 238e to Z5

14 238f to BB5, AA5, Z5, search (+2) 4 Own hex only

[Error: Search drm is +1. US unit is stealthy.]

15 ?b 9-2 LMG 558c, 558d to BB5, AA5, Z4, search (-4) 5 Y4, Y5, Z3, Z4, Z5, AA4: nothing found

[Error: Search drm is -6. (-1 per stealthy unit). Z5 has already been searched]

16 ?f 248d to Y1, Y2, search (+2) 1 X2 (?LMG 447a), Y3, Z2

[Error: 248 entered on illegal hex. Search drm is +1, see 14]

17 Search Casualties (-2) 5 NE

18 ?e 9-1 MMG 458a 458b 458c to AA1, AA2, Z2

[These units are overstacked.]

19 ?g 248e to [AA0] Z0 Y1

— Defensive Fire Phase —

20 LtMTRb @ Y5 (7) 5,2 Hit, NE, -1 Acq Area

21 LtMTRa @ Y3 (7) 6,4 Miss, NE, -1 Acq Area

22 LtMTRc @ Y3 (7) 1,1 CH, NE, RoF, -1 Acq Area

23 LtMTRc @ Y3 (8) 6,6 Miss, NE, Malf. LtMTRc

[Glen already has Bore-sighted many of the locations he has targeted. Shooting these mortars at such hexes is risking breaking the mortars for little gain. Acquisition and Bore sighting are not cumulative (Table C6).]

24 LMG 447a @ Y2 (12 +2) 1,4 1MC, RoF

25 Target 248d, 1MC 2,2 No Effect

26 LMG @ Y2 (4 +2) 6,3 No Effect

27 447f @ Z5 (8 +2) 4,5 No Effect

— Advancing Fire Phase —

28 149 @ Y9 (1 +1) 4,2 No Effect

— Rout Phase —

29 Broken 8-1 LMG 558a to CC8

30 Broken 238b to CC8

— Advance Phase —

31 149 to AA9

32 ?c 9-1 MMG 458a 458b to Y2

[These units are again overstacked and should lose ? because of this. Why did the one 458 remain behind and not move anywhere?]

33 ?g 248e to 'X0'

— Close Combat Phase —

None

35 ?d on 149 in AA9

JAPANESE TURN 1

— Rally Phase —

36 Wind Change

6,4 NE

37 repair LtMTRc

4 No Effect

38 US self-rally 8-1 (4)

1,2 Rally

39 8-1 rally LMG 558a (6)

2,5 No Effect, remove DM

40 8-1 rally 238b (5)

4,1 Rally

— Prep Fire Phase —

41 447f @ Z5 (8 +2)

6,2 No Effect

42 LtMTRa & LtMTRb

Opportunity Fire *[Why??]*

— Movement Phase —

43 LMG 447a to W3

CX

44 LMG 447b AsltMv to X9

— Defensive Fire Phase —

45 238e 238f @ Y6 (8 +2)

1,5 NMC

46 Target 447f. NMC

3,6 failed, 447f to 347f

— Advancing Fire Phase —

47 LtMTRb @ Y5 (8)

3,4 Hit, No Effect

48 LtMTRa @ Y3 (8)

1,1 Critical Hit, No Effect, RoF

— Rout Phase —

None

— Advance Phase —

49 347f to Z5

Close Combat

50 LMG 447a to W4

— Close Combat Phase —

51 Ambush, Japanese (+0): US (-1)

2,3 No Ambush, Hand to Hand

52 347f vs 238e & 238f (1:2 -1)

6,2 KIA

[No. 1:2 Hit CC Kill Number is a 6]

53 238e & 238f vs 347f (1:1 +0)

2,2 KIA

54 ?i on X9

55 on W4 dr (+3)

3 No Effect

[Forgot stealthy -1 drn.]

American Turn 1 Comments:

Both Japanese HIP squads Found! No worries about routing into trouble. At the cost of only a 238. And I get a hero! This bodes well. Too bad about the rest of the south flank. There is No Making of Omelets without Egg-Breaking Behavior.

Japanese Turn 1 Comments:

I gained a turn on the right flank by breaking two American squads. Since I'm willing to swap squad for squad, the casualties so far favor the Japanese.

Neutral Turn 1 Commentary:

The trade of 1½ Marine squads for 1 Japanese Squad is not good for the USMC. Glen has given Russell an opening to cross the Matanikau in force in the X1/W1 area. There are no HIP units left and no units in position to counter such a move by the leathernecks, lets see if Russell realizes this and moves to cross in strength. The more conservative approach would be to assault move to X2 with the 9-1, MMG 458, 458 stack and the 9-2 stack to X4. The 8-1 stack and hero should probably abandon the Southern approach and move to strengthen the middle as Glen's squad guarding the Southern flank is way out of position to influence the game unless Russell puts him back into it by moving towards him again.

Glen could have been a little more aggressive with his Southern LMG 447, or could have run back across the stream. I think by doing nothing he may put himself in a hole.

AMERICAN TURN 2

— Rally Phase —

56 Wind Change DR:

2,5 No Effect

57 8-1 rally LMG 558a (10)

3,5 Rally

58 repair LtMTRc

1 Repaired

— Prep Fire Phase —

None

— Movement Phase —

59 248d to Y1, 'X0'

60 ?g 248e to W1

CX

[If Russell had double-timed this unit it would have enough MF left to reach a Crest status in W1, by doing so he could leave the stream in the APH by expending 3MF to enter the Jungle. With Russell's move of remaining IN the stream, he will be unable to advance out (A4.72)]

61 ?c 458c AsltMv to Y2

All in Y2 under ?c

[Still overstacked.]

62 ?b 9-2 LMG 558c 558d to Z5, Y6

Japanese ?a in X6 real, lose ?b

63 447g @ Y6 (8 +1)

6,5 No Effect, 4 residual

64 ?d 149 AsltMv to Z8

[Why??]

65 8-1 LMG 558a 238b to BB8, AA9, Z8

— Defensive Fire Phase —

66 447g FF @ Y6 (4 +2)

6,5 NE

67 LtMTRc @ X2 (7)

6,1 Hit, NE, -1 Acq Area

— Advancing Fire Phase —

68 9-2 LMG 558c 558d @ X6 (12 +0) 2,4 2MC

[These 558's are Assault Fire capable, therefore these two squads can generate the 12 FP on thier own, firing the LMG is just risking its Malfunction.]

69 Target 447g, 2MC

3,6 Fail 447g - 347g

— Rout Phase —

None

— Advance Phase —

70 8-1 LMG 558a 238b ?d 149 to Y9

71 9-2 LMG 558c 558d to X6

Close Combat

72 9-1 MMG 458a 458b 458c to X2

[Still Overstacked]

— Close Combat Phase —

73 Ambush, US (-2): Japanese (-1)

6,4 No Ambush

74 9-2 558c 558d vs 347g (3:1 -2)

3,3 KIA

75 347g vs 9-2 558d (1:2)

6,3 NE

76 248d in 'X0' gets ?b

JAPANESE TURN 2

— Rally Phase —

77 Wind Change DR:

6,2 NE

— Prep Fire Phase —

78 LtMTRc HE @ X2, (6)

6,1 Miss, LtMTRa loses Acq,

[X2 is Overstacked and Bore sighted, this shot hit.]

79 LtMTRa HE @ X2, (7+2)

6,5 Miss, LtMTRc loses Acq, -1 Acq Area

80 447e @ X2, (2+2)

5,1 NE

81 LtMTRb HE @ X2, (7+2)

6,4 Miss, lose ?, -1 Acq Area

— Movement Phase —

82 ?i LMG 447b AsltMv to X10

83 ?g 9-0 447c AsltMv to V5

84 LMG 447a to V3

— Defensive Fire Phase —

85 9-1 MMG 458a 458b 458c @ V4 (16+1) 1,6 1MC, RoF

[Still Overstacked, should be +2 DRM]

86 Target 447e, 1MC

4,2 Pinned

87 MMG @ V4, (4+1)

6,1 NE

— Advancing Fire Phase —

88 LMG 447a @ X2, (2+2)

3,2 NE

— Rout Phase —

None

— Advance Phase —

89 ?g to U5

— Close Combat Phase —

None

American Turn 2 Comments:

There is nothing like a successful close combat against Japanese to give a Marine the Warm Fuzzies. The East side of the stream is clear except for one Jap squad. I'm ahead of schedule and this is a good sign. Lots of time left to beat up the Japs and cross.

Japanese Turn 2 Comments:

I lost a close combat (inflicted no casualties and lost a squad) and

didn't do diddly with my defensive fire. A clear gain for the Americans! That stack in X2 is awfully lucky I didn't get a single hit or RoF despite shooting three mortars at them. Learned the hard way that a squad with two mortars loses acquisition with one as soon as it shoots the other. Should have broken down into half squads. Oh well!

Neutral Turn 2 Comments:

A good CC result by Russell's 9-2 has put him into a comfortable position for the future turns, as long as he takes the reins and dictates the tempo to Glen. A move by the 9-2 stack into X5 should be able to bring heavy fire down onto the Japanese defenders (if the Marines are up to the fire they must first weather). The firegroup in X2 must damage Glen's unit in V4 in an attempt at breaking up the Japanese firegroup.

Glen has completely withdrawn across the stream after a weak demonstration at stopping the US on their side of the Matanikau. I'm not sure it was necessary to abandon the East bank to the Gyrenes. The Japanese are giving up ground too soon. I think there should have been more Japanese across the stream challenging the US after Russell committed the 9-2 stack alone to the center.

AMERICAN TURN 3

— Rally Phase —

90 Wind Change DR: 5,2 No Effect

— Prep Fire Phase —

None

— Movement Phase —

91 8-1 LMG 558a 238b ?d 149 AsltMv to X8

92 9-2 LMG 558c 558d AsltMv to W7

93 9-1 MMG 228 @ W7 (4+1) 3,6 No Effect

94 9-0 448c @ W7 (4+2) 3,6 No Effect

95 9-0 448c SFF @ W7 (2+2) 1,6 No Effect

96 9-1 MMG 458a 458b 458c smoke to W3
2,3,1 Two infantry smoke in W3

97 9-1 MMG 458a 458b 458c to W2 CX

98 ?g 248e to 'V0'

99 ?b 248d to W1 CX

— Defensive Fire Phase —

100 LtMTRb WP @W2 (7) 1,3 Hit with WP, RoF

101 Target 9-1, NMC 6,4 Break, DM

102 Target 458a, NMC 1,4 No Effect, SAN

103 Japanese Sniper Activation 1 Hit

104 Distance/Direction from X5 2/4 On BB3 to Y4

105 Target American Sniper, SAN 1 American SAN now 2

106 Target 458b, NMC 2,4 No Effect

107 Target 458c, NMC 1,5 No Effect

108 LtMTRb WP @W2 (7) 3,1 Hit with WP,
*** Forgot LLTC's ***

109 Target broken 9-1, NMC 3,1 No Effect

110 Target 458a, NMC 2,6 Pin

111 Target 458b, NMC 2,2 No Effect

112 Target 458c, NMC 6,4 Break

— Advancing Fire Phase —

113 9-2 LMG 558 558 @ U6, (8+0) 3,1 2MC

[LMG was unnecessary in this firegroup.]

114 Target 9-1, 2MC 5,2 No Effect, cannot pin

115 Target 228, 2MC 6,1 No Effect

— Rout Phase —

116 Broken 9-1 Broken 458c to X2, Y2

— Advance Phase —

117 ?g 248e to U1

— Close Combat Phase —

118 ?d 8-1 LMG 558a 238b 149 in X8

JAPANESE TURN 3

— Rally Phase —

119 Wind Change DR: 2,2 No Effect

120 U's self-rally 9-1 (5) 4,6 No Effect, remove DM

121 458c remove DM

— Prep Fire Phase —

122 Dispersed WP in W2 removed

123 LtMTRb HE @ W2 (7+0) 4,6 Miss, -1 Acq Area

124 447d @ W2 (4+0) 6,1 PTC, loses -1 Acq Area

125 Target 458a, PTC 1,3 No Effect

126 Target 458b, PTC 5,1 No Effect

— Movement Phase —

127 LMG 447a AsltMv to V2

128 CX 458a 458b @ V2 (8+3) 5,2 No Effect

129 CX 458a 458b SFF @ V2 (4+3) 1,4 No Effect, SAN

130 Japanese Sniper Activation 4 No Effect

131 447e Minimum Move out of Foxhole CX (8 PP)

132 9-0 447c AsltMv to V4

133 9-1 MMG 228 AsltMv to T5

134 ?i LMG 447b to Y10, Z9

— Defensive Fire Phase —

None

— Advancing Fire Phase —

135 LMG 447a @ W2 (6+0) 1,6 NMC

136 Target 458a, NMC 5,6 Breaks, DM

137 Target 458b, NMC 6,1 No Effect

— Rout Phase —

138 MMG 458a to X2, Y2

— Advance Phase —

139 LMG 447a to V3

140 9-1 MMG 228 to U6

141 9-0 447c to V4 into foxhole

142 ?i LMG 447b to AA9

— Close Combat Phase —

143 ?g gained in V3

144 9-0 in V4 (-2) 5 ? gained

145 447c in V4 (-2) 4 ? gained

146 447e in V4 (+0) 6 no ? gained

American Turn 3 Comments:

By not reading the Stream rules carefully, I lost a hex. My units in X8 could have moved into the stream this turn. The river rules require "all" MPs, deep streams only require 4 MP. Other than that, I'm pleased with the Marine's advance. The 458s didn't really need to cross the stream (sour grapes over a foolish move). The Japanese on the west of the stream need to be softened up some more anyway. I'll try not to overstack from now on (Glen will help I'm sure).

Japanese Turn 3 Comments:

New rules learned today:

1) Streams are not water obstacles, smoke can be place therein!

2) Step reduced Japanese squads do not use full strength in close combat (CCV vs. Vehicles!)

3) Acquisition is lost if one squad fires another SW or its inherent FP after firing a mortar.

A rule learned the hard way - SMOKE can be placed in streams. I had thought streams were water obstacles; turns out not to be so. Russell cleverly gets a half squad across the stream with more on the way. Could be serious trouble for the Japanese.

Two American squads broke in the stream, but they will soon rally. The remaining two half-squads and full squad will be enough to force the Japanese to cover that flank and so give the American center and left some relief, while posing a last turn threat to grab a victory hex as well.

Americans are having mixed success with moving as stacks. The one close combat they won could be decisive. Japanese strategy didn't work, having bore sighted hexes is of no help (Americans skillfully avoided them). The original strategy hasn't worked since the Americans aren't sitting still waiting to get shot.

Neutral Turn 3 Comments:

The timid advance to the rear evidenced in event #139 was a bad move. Glen had a 458 lying about in the bottom of a deep stream. Any PFPh fire from this hapless unit would be area fire and its CX status would result in a +3DRM. The LMG 447 overlooking this poor bloody infantry unit would pour a 12+0 back—like shooting fish in a barrel.

Russell is not out of it yet, but if he doesn't get something going soon he's in trouble.

AMERICAN TURN 4

— Rally Phase —

147 Wind Change DR: 4,6 No Effect

148 rally 9-1 1,1 rallies

149 458c (10) 5,6 No Effect

150 458a (6) 3,4 No Effect, remove DM

151 LtMTRa xfer to 447c

— Prep Fire Phase —

152 9-2 LMG 558c 558d @ U6 (12+0) 5,2 1MC

153 Target 9-1, 1MC 3,2 No Effect

154 Target 228, 1MC 5,6 casualty reduced to 128

— Movement Phase —

155 ?b 248d to 'V0'

156 458b to X2

157 8-1 LMG 558a 238b 149 CX to W9, V9
 158 9-1 MMG 128 @V9 (4+0) 1,1 K/2, RoF, SAN
 159 Rnd Sel: Ldr Hero 238 558 4,4,6,3 238b KIA
 160 Target 8-1, 2MC 2,4 Pin
 161 Target 149, 2MC 2,6 Wounded
 162 Target 138, Wound Severity 2
 163 Target 558a, 2MC 3,2 No Effect, SAN
 165 American Sniper Activation 1 Hit
 166 Direction/Distance from Y4 3,1 Z4 to Y4
 167 Target Japanese Sniper, 1 SAN Japanese SAN now 4
 168 Japanese Sniper Activation 6 No Effect
 169 9-1 MMG 128 @V9 (4+0,+1) 1,2 2MC, 1MCRoF
 170 Target 8-1, 1MC 3,2 No Effect
 171 Target 138, 2MC 3,5 Wounded
 172 Target 138, Wound Severity 1 No Effect

[Error: Hero is Dead (A15.2)]

174 Target 558a, 2MC 4,5 Broken, DM
 — Defensive Fire Phase —
 175 9-1 MMG 128 @W7 (4+1) 6,2 No Effect
 176 LmTRb HE @X2 (7+1) 3,3 Hit
 177 Hit @ X2 (2+2) 6,2 No Effect
 178 LmTRc HE @V9 (7+2) 2,4 Miss, RoF, -1 Acq Area
 179 LmTRc HE @V9 (7+1) 1,2 Hit, RoF, -2 Acq Area
 180 Hit @V9 (2-1) 3,1 1MC
 181 Target 8-1, 1MC 4,5 Break, DM
 182 Target 138, 1MC 6,2 Fail
 183 Target 138, Wound Severity 5 138 hero KIA, RIP
 184 Target 558a, 1MC 5,5 reduce 558a to 238a
 185 LmTRc HE @V9 (7+0) 5,5 Miss, -1 Acq Area
 186 LmTRa HE @X2 (7+0) 5,5 Miss, -1 Acq Area
 — Advancing Fire Phase —
 187 458b @V4 (2 +0,+2) 2,4 PTC, No Effect
 188 Target 447e, PTC 5,2 No Effect
 — Rout Phase —
 189 Broken 8-1 Broken 238a to V10
 — Advance Phase —
 190 7b 248d to U1 248d & 248e under 7b
 191 9-2 LMG 558c 558d to W6
 192 458b to Y3
 — Close Combat Phase —
 193 7k on 9-1 in Y2

JAPANESE TURN 4

— Rally Phase —
 194 Wind Change DR: 3,2 No Effect
 195 rally 8-1 3,4 No Effect, remove DM
 196 238a remove DM
 197 rally 458c 4,6 rallies
 198 rally 458a 2,6 rallies
 — Prep Fire Phase —
 199 LmTRa WP @W6 (7,5) 2,5 No WP, No Shot
 200 LmTRb WP @W6 (7,5) 2,4 No WP, No Shot
 201 LmTRb HE @W6 (7+0) 2,6 Miss, -1 Acq Area
 202 LmTRa HE @W6 (7+0) 5,5 Miss, -1 Acq Area
 — Movement Phase —
 203 7a LMG 447b CX to BB8, BB7, BB6
 204 9-1 MMG 128 AshtMv to T5
 205 LmTRc 447e AshtMv to U5
 206 7j LMG 447a AshtMv to U4
 — Defensive Fire Phase —
 207 9-2 LMG 558c 558d @V4 (12,6 +0) 2,6 1MC, PTC
 208 Target 9-0, PTC loses 7c
 209 Target 447c, 1MC 3,3 No Effect
 210 458b @W4 (4+2) 5,1 No Effect
 — Advancing Fire Phase —
 211 447e @W6 (2+2) 3,2 No Effect
 — Rout Phase —
 None
 — Advance Phase —
 212 7j LMG 447a to V3
 213 7a LMG 447b to AA6
 — Close Combat Phase —
 214 9-1 MMG 128 in T5 grow 7c

American Turn 4 Commentary:

My Left flank toasted by a MMG and a LmTR. This is very much not good. There may yet be enough Marines across the stream to take and hold the far VC hex. My riflemen on the right flank are needed in my

center, since they are not going to get across the stream anyway. The 447 in my backfield may be a nuisance. Much now depends on how well my 9-2 can shoot the Nips on the other side of the stream.

Japanese Turn 4 Commentary:

Significant losses visited upon the bothersome Yankee capitalists! I'm surprised the American squad in the stream retreated, it had me worried. Casualties are starting to favor the Japanese again, since all I lost was a step reduction.

Neutral Turn 4 Commentary:

Russell's failure to move the Northern HS's he has across the stream towards the Japanese is understandable—he does not wish to give the Japanese 447 lurking nearby the opportunity to Assault move ADJACENT, remaining concealed, and then advancing onto the hapless marines probably killing at least one in the ensuing HtH CC (if the Japanese squad does not get Ambushed). However, even if Glen would've gone after the HS's, and eliminated them the Japanese squad would have abandoned his guard duty along the northern bank and possibly allowed a crossing by the Marines waiting on the South bank. ASL is a game of risk management and the player who best analyzes and maximizes his possibilities will win most of the time. The moving of the HS's aggressively, along with taking the 12+1 from moving the 458 into V2, was dictated here and Russell dropped the ball.

AMERICAN TURN 5

— Rally Phase —
 215 Wind Change 1,6 No Effect
 216 rally 8-1 4,2 rally
 217 8-1 rally 238a 3,2 rally
 — Prep Fire Phase —
 218 9-2 LMG 558c 558d @V4 (12+0) 4,4 1MC
 219 Target 9-0, 1MC 6,6 KIA
 220 Target 447c, 1MC 3,2 No Effect
 221 Target 447c, LLTC 5,6 Pin
 — Movement Phase —
 222 8-1 LMG 238a CX to U10, T9, T8, T7
 223 7b 248d 248e to T1, T2
 224 458b to Z3, AA4
 225 MMG 458a 458c 7k 9-1 to Z2, Z3, Z4
 — Defensive Fire Phase —
 226 447e @W6 (4+2) 1,1 1MC, SAN
 227 Target 9-2, 1MC 6,3 Break, DM
 228 Target 558c, 1MC 4,5 Break, DM
 229 Target 558d, 1MC 3,3 No Effect
 230 Target 558d, 2LLTC 1,3 No Effect, SAN
 231 American Sniper Activation 2 Hit
 232 Direction/Distance from Y4 5/4 On U6 to T5
 233 Random Selection: 9-1, 128 1,3 target 128
 234 Target 128, 2 Sniper Pinned, loses 7
 235 Japanese Sniper Activation 2 Hit
 236 Direction/Distance from Y4 2/2 On AA3 to AA4
 237 Target 458b, 2 Sniper Pinned
 238 LmTRa HE @W6 (7+1) 2,4 Hit, -2 Acq Area
 239 Hit (2+2) 1,3 PTC
 240 Target 558d, PTC 4,1 No Effect
 241 447c 447d @W6 (6+2) 2,5 No Effect (loses -2 Acq)
 242 LMG 447a @W6 (6+2) 2,4 PTC
 243 Target 558d, PTC 6,6 Pinned
 — Advancing Fire Phase —
 None
 — Rout Phase —
 244 Broken 9-2 Broken 558c to X6
 — Advance Phase —
 245 7b 248d 248e to U2
 246 CX 8-1 LMG 238a to S7
 247 MMG 458a 458c 7k 9-1 to Z5
 — Close Combat Phase —
 248 CX 8-1 LMG 238a in S7 grows 7g
 249 458b in AA4 grows 7f

JAPANESE TURN 5

— Rally Phase —
 250 Wind Change 1,5 No Effect
 251 rally 9-2 (5) 5,2 No Effect, remove DM
 252 LMG 558c remove DM
 — Prep Fire Phase —
 253 LmTRb HE @W6 (7) 3,5 Miss, -1 Acq Area

254	LtMTRa HE @W6 (7)	5,3	Miss, -1 Acq Area
255	447c 447d 447e @W6 (12+2)	2,5	NMC, all Acq lost
256	Target 558d, NMC	3,4	No Effect
257	LMG 447a @W6 (6+2)	2,1	1MC
258	Target 558d, 1MC	3,6	Break, DM
— Movement Phase —			
259	?a LMG 447b AsltMv to Z6		
260	MMG 458a 458c @Z6 (12+2)	4,5	No Effect
261	MMG 128 ?c 9-1 to U5, V5		
— Defensive Fire Phase —			
262	MMG 458a 458c FF @Z6 (6+2)	1,4	NMC
263	Target 447b, NMC	6,3	Reduced to 347b
— Advancing Fire Phase —			
264	LMG 347b @Z5 (4,2 +2)	5,3	No Effect
— Rout Phase —			
265	558d to X6		
— Advance Phase —			
266	LMG 347b to Y7		DM 9-2 & 558c
267	MMG 128 ?c 9-1 to W6		
268	LtMTRa 447c to U5		out of Foxhole
269	LtMTRc 447e to V4		into Foxhole
270	LMG 447a to V4		
— Close Combat Phase —			
271	LtMTRa 447c in U5 gets ?j		
272	MMG 128 in W6 gets ?c		
273	347b in Y7 gets ?l		
274	447d (+3)	6	No ?
275	447e (+0)	2	gets ?a
276	LMG 447a in V4 (+3)	2	gets ?i

American Turn 5 Comments:

More Bad News. Losing the 9-2 at this stage is actually not as damaging as losing control of hex W6. Glen is to be commended for his aggressive 9-1 MMG 128 move east of the stream. They would certainly die in any Close Combat (barring ambush) but I may have no Marines with which to do the deed. With W6 occupied, taking the One Log Bridge (V5) in the time remaining isn't likely. My 458s are out of position to stop the slaughter of the remaining center 558s. Someone in that stack, preferably the 9-2 & at least one squad must rally next turn or I must concede. Even if they do, the situation looks grim for the Marines.

Japanese Turn 5 Comments:

I'd say the game is just about in the bag. His only chance is to rally that 9-2 AND at least one squad AND then do some serious damage this next turn. Otherwise the Japanese will have more force on the board than the Americans with the last turn to counterattack in. I'll take a chance with the 1-2-8 crew and leader since hex W6 HAS to be taken and cannot be bypassed. That stack gains concealment anyway, which increases its survivability.

Neutral Turn 5 Commentary:

Russell exposed the 9-2 to too much fire and generally did not give enough resources to the center. The USMC in this scenario needs to move aggressively and with force. No piecemeal commitment will get the job done vs. the Emperor's finest. They take lots of fire to bring down and Russell never really brought this fire to bear. I think it is over unless Glen really screws something up.

AMERICAN TURN 6

— Rally Phase —			
277	Wind Change	6,2	No Effect
278	rally 9-2, (5)	6,2	No Effect, remove DM
279	LMG 558c (4)	1,2	rallies
— Prep Fire Phase —			
280	LMG 558c @Y7 (6+2)	1,6	No Effect, ROF
281	LMG @Y7 (2+2)	3,3	No Effect
— Movement Phase —			
282	?g 8-1 LMG 238a AsltMv to S5		
283	?b 248d 248e to T2, T3		
284	MMG 458a 458c ?k 9-1 AsltMv to Y6		
285	LMG 347b @Y6 (8,4 +2)	5,3	No Effect
286	?f 458b to AA5, Z5		
— Defensive Fire Phase —			
287	LMG 347b SFF @X6 (4+2)	1,1	1MC (Cower)
288	Target 9-2, 1MC	6,2	No Effect
289	Target 558d, 1MC	3,5	reduced to 238d
290	Target 558c, 1MC	5,4	Break, DM

American Concedes

Final American Comments:

The turning point came in Turn 4 with the decimation of my southern flanking force. I could still correct mistakes made up until then. After that, my 9-2 became very important as he would likely have to take the bridge. Event 191 where I moved him into everyone's LOS was in retrospect a mistake. Killing Japanese should have been secondary to sparing the 9-2 at that point.

I did get units across the stream on both flanks, though not many. With luck there were enough to take and hold the one VC hex. The Japanese get the last move but if there is a Melee in a VC hex, it is still controlled by the folks who had it previous to the Melee.

The maverick 447b in the backfield turned out to be much more of a nuisance than I originally expected. He fulfilled the same role as an offensive HIPster, denying rout paths to the precious 9-2 et al. Glen's 9-1 move to W6 was probably not necessary for a win, but it did almost assure one.

Did I not put enough force in the center? Perhaps the 458's should not try to cross the stream in the North, but should instead reinforce the center. By using the EE row palm trees all 458's can be on the path by the end of turn 1 (avoiding Straying rolls). They aren't as good as the 558's in the close combats that are bound to happen on the far side of the stream anyway.

Rules mistakes made both sides were mostly minor. My overstacking the 458's was foolish and I should have paid for it. I totally forgot about units straying in daylight dense jungle scenarios. My only defense is that recently I have been taking my PTO with Jungle Lite. Glen's LtMTR's keeping Acq after attendant 447's firing something else didn't affect play. Actually keeping the 447's as full squads may be a good idea. Their firepower is more useful than the LtMTRs after the WP and Smoke is exhausted.

I don't believe this scenario is significantly unbalanced. Just look at all that nifty American Firepower!. If the Americans need help it should be in the form of either another turn or the elimination of the last Japanese turn.

Advice: Read those Stream Rules! MP cost is NOT "all" as in rivers, the rule says 4MP and go CX if not already. Folks in streams are NOT "fording" (just moving in open). You CAN place SMOKE therein. Shots taken from a deep stream IS area fire (this bit me @ events 128 & 129).

To Japanese: Use one squad worth of HIP offensively on rows Y or Z. A couple of well placed half-squads, if not found out, will dine on broken units routed to "safety". Use one squad in your own backfield for a last turn counter offensive on U5. It will likely stay hidden until near the end of the game, forcing the American to wonder.

To Marines: Try to cross the stream only once in force. Likely on the left flank where your stealthy 558's have some advantage in CC. Understand the Japanese LtMTR (reread that note!), at range 1 or 2 it has only RoF 1 and gets NO airburst. Your elite units should be able to survive 2 FP attacks in +2 TEM terrain once he runs out of WP.

Final Japanese Comments:

Breaking that last 5-5-8 clinched it! Russell should have taken care of that 4-4-7 before crossing the stream. Accept prisoners, fat chance! (die Yankee dogs!)

The Americans couldn't capitalize on their 1.5 squads (8-1 149 558 238) getting across the river. The Japanese attack that broke the American 9-2 leader was the turning point; after that the Japanese counter attack decisively won the game.

Having the one Japanese squad in back of the American line was a big factor. It was able to encircle the broken American 558 squads which now had no place to go. Accept a surrender? fat chance! Die Yankee Dog!! Also that lone Japanese squad caused the whole American right flank to retreat!

I feel this scenario heavily favors the Japanese. The Japanese can afford to make more mistakes than the Americans and can afford to lose several step reductions just to gain a couple of turns. Unless the Americans can inflict very heavy losses while avoiding the same, the Japanese should keep at least one victory hex. In short, the Marines have to be just about perfect, which rarely occurs.

My dice rolled well when I needed it most, especially at the end of the game. The results were magnified since the shots were against stacks of units instead of single MMC's. I'm often on the receiving end of such runs of luck so I can sympathize with Russell entirely.

Russell did manage to get three half squads and a leader across the stream, and that flanking maneuver on his left flank (with the smoke) was inspired. Still it's very tough for the Americans to win this. The Marines just weren't able to inflict enough Japanese casualties.

Advice to future Japanese:
About the only imaginative thing for the Japanese player is to select where to put the hidden squads. My first hidden squad at Y9 turned back the first American thrust and gained a crucial turn. Other places could be V7 or in the swamp at Z7.

About the only imaginative thing for the Japanese player is to select where to put the hidden squads. My first hidden squad at Y9 turned back the first American thrust and gained a crucial turn. Other places could be V7 or in the swamp at Z7.

Advice to Americans:

Do not stack your units. Even though you can't form fire groups in the jungle, I find that the disadvantages of being a big juicy target outweigh the advantages of the extra firepower. If you stack just one critical enemy roll can wipe out the whole stack and turn the game.

Final Neutral Commentary:

The most glaring deficiency I see in this replay is the lack of feel for the 'flow' of a scenario. When you look at an ASL scenario try to get a feel for how aggressive you need to be and where you would like to have your troops after each turn, also where you must have your troops to allow you to satisfy terrain type VC. By doing this you will be able to estimate if you need to speed up your attack or if you can slow down and fire on the enemy to bust up some of his fire groups. Russell started the scenario with the plan of crossing the stream on the North and South banks. A plan which has some merit, but it also means that each outflanking force and the center "fire-base" will be smaller. When his Southern flanking group was shot up he should have routed them to BB7, using the Hero to guard the close approach in Z8. If Glen had pursued Russell's routers they would have been able to run for the 9-2 in the next rout phase, if Glen had played as he did Russell could have moved the 8-1 group to reinforce the center and made an all out push with the Northern group to cross the stream. The center, thusly reinforced, would have been able to provide a fire-base with much more staying power and fire power.

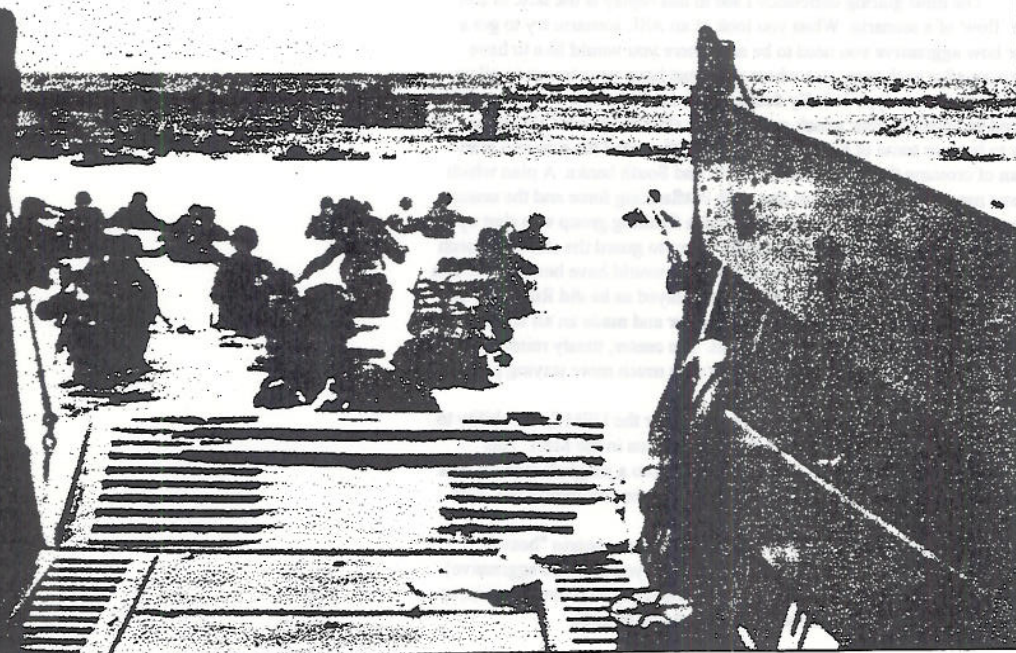
Russell missed the key to this scenario for the USMC, the ability to cross the stream in one turn by going into Crest status in the MPh. This allows a CX'ed unit to advance out of the stream into a jungle hex at the cost of 3MF, thus negating the advance vs. difficult terrain prohibition to CX'ed units.

Obviously, I don't agree with Glen as to the scenario "heavily favoring" the Japanese. An aggressive Marine (and you must be aggressive) can win this scenario and I rate it 50:50. I will be ready to prove my point at ASLOK or the ASL OPEN, I hope to see you at one or both.

From Beach to Bocage.....

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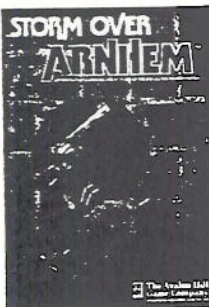
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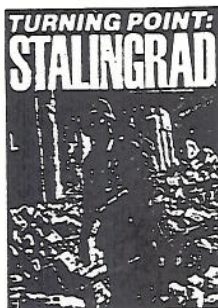
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